AUCTION BRIDGE OF 1924

MILTON C. WORK

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AUCTION BRIDGE OF 1924

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By Milton C. Work

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AUCTION BRIDGE OF 1924

BY

MILTON C. WORK

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Author of
"AUCTION METHODS UP-TO-DATE," "AUCTION DEVELOPMENTS," "AUCTION DECLARATIONS," "AUCTION UNDER THE LAWS OF 1915,"

Including
The Latest Official Laws

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PREFACE

Although the Laws of Auction Bridge have not been changed since 1920; and, except in some minor points, they seem likely to remain unchanged for an indefinite time to come, there has been most marked advancement in the theories of bidding and play, notably in the following particulars: the bidding of 4-card suits; the tactics of informatory doubling; development of the take-outs; recognition of the importance of the elimination play. The hundreds of letters from all over the world that have been received by the Author asking for information about the newest "wrinkles" prove that Auction players, year by year, are manifesting greater interest in the development of the fine points of the game. It is the purpose of this book to answer every query whether propounded by an "old timer" or a player new at the game, and to present the latest and best methods of bidding and play in such a way as to enable the reader to understand the reason for everything.

Experience gained in teaching in 1923 has convinced the Author that much that is easily within

the grasp of even the player of limited experience has hitherto remained a mystery to many because writers have failed to appreciate that many points, which seemed too simple to require explanation, are really difficult for a beginner. A considerable portion of this book is written upon the assumption that the reader has had little practical experience and desires to have the most simple points clearly explained. For example; much of the matter on pages 276–375 concerning the play, and much of the description of the bidding, may seem unnecessary to the expert reader; but it is believed that these passages will show the inexperienced player that much is easy which he supposed would always be beyond him.

Even the most difficult situations may be explained when the explainer realizes that the A B C as well as the X Y Z points should be covered. If an amateur should see his partner open with the Deuce of Hearts against Dealer's one No Trump contract, and then refuse Spades on the third trick; and if Dealer should then turn to the amateur and say, "I see you have the King of Clubs and the King of Diamonds, both singletons"; probably the amateur would be inclined to look at the backs of his cards to see how they

were "marked". And yet such an inference, quick and sure, might easily be open to the Declarer without the help of any abnormal or unusual distribution of the cards or development of the play.[1] Great pains have been taken in both text and footnotes to guard against the omission of any needed explanation, and to give the reason for making each declaration and play, and for drawing each inference.

Nor will the advanced player, it is hoped, fail to find in these pages matter both new and intricate to claim his attention and arouse his interest; the "Thirty Auction Hands" in Part Three[2] contain many subtle points and unusual plays. Experts who wish to test their skill may readily try them all before reading the explanatory comment. Hands 8 to 14 on pages 398–399 afford a particularly advantageous opportunity to do this because the key to their solutions is put on a later page.

It is the hope of the Author that he has so revised and improved the treatment of subjects considered in former books, and so explained all that is new, that thoughtful and earnest students

[1] If the reader wishes to verify the inference of the two singleton Kings, let him turn to the comment on trick 3, page 379.

[2] Page 377.

of the game will find this book a real help along the road to Auction excellence.

MILTON C. WORK.

New York,
November 1, 1923.

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PART ONE

THE BIDDING

I

THE GAME OF AUCTION BRIDGE

The game of Auction (or Auction Bridge as it is generally called) gives the highest bidder the privilege of playing, in addition to his own thirteen cards, the thirteen cards of his partner who becomes the Dummy The complete laws of Auction are given on pages 451–473; Law 4, and Laws 29 to 42 contain all the information needed concerning the essential features of bidding. A deal is said to be "passed out" (that is, it is not played) when all four players pass their first opportunity to bid (Law 29).

The player who plays the two hands is called the Declarer, he is usually the player who makes the highest bid; if not, he is the partner of that player. The Laws of Auction provide that the side making the highest bid get the contract and that the partner who first named the suit (or No Trump) shall be the Declarer. As this provision sometimes causes a little confusion, a few illustra-

tive examples are given. The player marked (*) becomes Declarer.

	Dealer	Second Hand	Third Hand	Fourth Hand
(1)	1 Heart*	Pass	2 Hearts	Pass
	Pass	Pass		
(2)	1 Spade*	Pass	Pass	2 Diamonds
	2 Hearts	Pass	2 Spades	3 Diamonds
	Pass	Pass	3 Spades	Pass
	Pass	Pass		
(3)	1 No Trump	2 No Trumps*	3 Spades	3 No Trumps
	Pass	Pass	Pass	

In Example 1, Third Hand has made the bid which secures the contract; but Dealer becomes Declarer because he is the player who first named Hearts. Example 2 shows a situation concerning which the author has received numerous queries asking whether Third Hand should not be Declarer because Dealer "abandoned" his suit. There never was any such rule. Dealer was the first to bid Spades, he consequently is Declarer. Example 3 is something different which also causes occasional confusion. Dealer has first named No Trump but the opponents have taken the contract for their side with the same declaration and Second Hand becomes Declarer because,

for his side, he is the player who first named No Trumps.

Immediately after the player on Declarer's left has begun the play by leading to the first trick, the hand of Declarer's partner is spread face up on the table and becomes Dummy. Dummy's cards are called the "Open Hand"; Declarer's cards are held up (the same as those of the Adversaries) and are called the "Closed Hand".

The partnership features of the game become apparent as soon as the bidding begins. The players, by bidding in a manner recognized as conventional, are able to convey information of value to their respective partners. Some of the early bids are made solely for informatory purposes; so when the bidding is sound the partners with the strong hands are generally able to select the contract most advantageous for their combined hands. The final bid of an expert player, in the vast majority of deals, is exactly the bid he would have made had he seen his partner's cards.

In a small percentage of Auction hands, both Dealer and Second Hand pass and Third Hand makes the original bid; in a smaller percentage, after three passes, Fourth Hand opens the bidding; but, in the vast majority of hands, the original

bid is made either by Dealer, or by Second Hand after Dealer has passed.[1]

Bidding is grouped under two heads: Original Bids and Later Bids. An Original Bid made by Dealer, or by the player on Dealer's left, is called specifically an Initial Bid. Later Bids are subdivided into Following Bids, Secondary Bids, Forced Bids and Subsequent Bids.

[1] It should be borne in mind that the terms Second Hand, Third Hand and Fourth Hand do not always apply to the same player. During the Bidding, Second Hand is the player on Dealer's left and Third Hand is Dealer's partner. During the first trick of the play, Second Hand is the player on the left of the leader; in that case being the Dummy: during the subsequent play, Second, Third and Fourth Hand mean the players who respectively play second, third and last to the current trick. With these distinctions in mind, the context should make the meanings plain in every case.

II

THE ORIGINAL BID

An original bid is the first bid made. Obviously there can be but one original bid. It must be made on the first round of bidding; by Dealer, by Second Hand after a pass, by Third Hand after two passes, or by Fourth Hand after three passes. Original Bids by Dealer and those made by Second Hand are made under substantially similar conditions and for that reason they are grouped together and called Initial Bids. Original Bids by Third and Fourth Hand differ in several essential particulars from Initial Bids, and from each other, and must therefore be treated separately.

DEALER, AND SECOND HAND AFTER A PASS, REQUIRE THE SAME STRENGTH TO JUSTIFY A BID

A Dealer, when he bids, takes his plunge in the dark; he has no information concerning his partner's hand, but he has the right to assume that it contains one-third of the high cards not in his own hand.

The Second Hand who bids after a pass is in practically the same position, the only difference being that his right hand adversary has passed the opportunity to make an initial bid. There are players who allow this to influence their declaration and who, Second Hand after a pass, bid No Trump with somewhat less strength than as Dealer. They argue that, as Dealer has shown less than average strength, Fourth Hand is apt to have more than one-third of the remaining high cards. This is doubtless true, but it is too slight an advantage to depend upon. The requirements for Dealer's Initial Bid are now so moderate that it would be dangerous to permit Second Hand, even after Dealer's pass, to bid on anything weaker. Furthermore, when a player allows it to become known that, as Second Hand after a pass, he bids rashly, he invites cunning Dealers to set traps for him.

These two situations (*i. e.*, Dealer, and Second Hand after a pass) are, therefore, treated as being identical, the only exception being that *the expert* may *at times* risk a doubtful declaration in the latter case that he would not in the former.

In making an Original Bid, Third or Fourth Hand (as will be seen in later chapters) may be

influenced by considerations which do not enter into the calculations of Dealer or Second Hand. Still wider are the distinctions between Original Bids as a whole, and Later Bids.

III

INITIAL BIDS

An Initial Bid announces that the bidder has a hand with certain characteristics and that it contains certain strength. The character of the bidder's hand is clearly indicated, and a guaranty given that the strength of the hand does not fall below a certain minimum. The initial bidder is not influenced by the score; nor by such considerations as the knowledge that his partner has passed, desire to indicate a lead, ability to ruff an adverse suit, or probability that the opponents can be "pushed" into a losing contract.

Two duties devolve upon the initial bidder, involving two concomitant errors to be avoided. When he holds the requirements (even the minimum), he should bid; when his hand falls below the minimum (even by one "point"), he should pass.

Innumerable bids and doubles which were amply justified by the previous bidding, have cost hundreds of points because the initial bidder did not hold the cards that his opening bid guaranteed.

A sound initial bid materially aids the partner and places difficulties in the path of the adversaries, but to attempt to secure this advantage without the strength to justify it is merely a bluff destined to be quickly exposed. Every Auction player should be familiar with the minimum requisites. They are conventional, but expert experience has determined exactly what will produce the best results in the long run.

On the other hand, the passing of a sound Initial Bid may result in the "passing out" of a deal which would have resulted in a game or a substantial score had the Initial Bid been made. Game (30 points or more from a "love" score) is the goal at which the bidding is aimed. All the bidding rules laid down in this chapter (and in all places where the score is not mentioned) are based on a score of love-all. Bidding from an advanced score is referred to in Chapter XIII (page 221).

If a player who has the strength requisite for an initial bid, forego the advantage of the bid and pass, it may be that his ignorance or timidity will not produce any serious consequence, as it is probable that later on he can show that his pass did not portray the full strength of his hand. But an

initial bid once made cannot thereafter be negatived or explained; if it announce Aces or Kings that the hand does not contain, or if it claim tricks that the hand can not win, it has given the partner a false impression which can not be eradicated until after the damage has been done. It is wise therefore to pass if in doubt whether the hand warrants an initial bid.

IV

INITIAL SUIT-BIDS OF ONE

In the early days of Auction, the requirement for any original suit-bid of one was: Five cards or more headed by Ace-King[1] or Ace-Queen-Jack,[1] and an Ace or King-Queen on the side. Modern methods permit bidding with much lighter material, particularly when the bid is Initial (*i e.*, an Original Bid by Dealer or Second Hand). Five-card suits headed by Ace-King or Ace-Queen-Jack without side support; four-card suits, if sufficiently powerful; long Queen-high and, in some situations, even Jack-high suits; are now classed among the holdings which warrant an Initial Bid of one of a suit.

In general it may be said that an initial suit-bid of *one* serves a double purpose: it tells the partner—

(*a*) That, if the bid stand, the bidder's hand may be expected to take at least four tricks;

[1] The insertion of a hyphen between two cards shows that they are of the same suit.

(*b*) That if the partner shift to No Trump, the bidder's hand will assist him by furnishing at least two high-card tricks and a long suit[1] easy to establish.[2]

Any suit bid of one is, therefore, an invitation to the partner of the bidder to bid No Trump provided his hand justifies that bid. See page 214. In determining whether or not to bid a suit, be it Major[3] or Minor,[3] it should always be remembered that bidding *one* suggests a No Trump to the partner, and any one-bid must therefore have the No Trump assistance guaranteed in paragraph (*b*) above.

FIVE-CARD SUIT-BIDS

When the initial bidder has a trickless hand outside of the trump suit, the minimum strength required for an initial bid with a five-card suit is Ace-King. Such a trump suit is estimated to be worth four tricks (two high-card and two low-card), while at a No Trump it would assure at

[1] A "long suit" is one of four cards or more.

[2] In cases in which the bid is made on a Queen-high or Jack-high suit, the quick establishment feature may be lacking; but compensating advantages, as will be seen later, make up for its absence.

[3] Spades and Hearts are the two Major suits. Diamonds and Clubs are the two Minor suits. From a love score, game can be made by winning ten tricks (four odd) with a Major suit the trump; but to make game from a love score with a Minor suit the trump, eleven tricks (five odd) are needed.

least two high-card tricks plus whatever low-card tricks might be made by establishing the suit. Ace-Queen-Jack and two others is now considered fully as strong as Ace-King and three others, and even without side strength it also should unquestionably be bid initially.

Formerly many authorities considered Ace-King-X-X-X,[1] without a "quick trick"[2] on the side to be too weak a holding for an initial bid. It is certainly a minimum-strength bid, and its maker should never participate further in the bidding: but under certain conditions it is most advantageous.

Suppose the Ace-King-X-X-X holder should pass, believing that he is too weak to bid, and No Trump is bid on his left. If this be followed by two passes, he obviously must pass again because, if too weak to bid *one* when ignorant of the location of the strength, he surely would not dare bid *two* with an adverse No Trump over him. The initial bid of one could not have been dangerous because, with the bidder's partner weak, the opponents will have strength and will overbid; but a Secondary Bid of two may cost

[1] X is used to indicate any card smaller than a Ten.
[2] That is either an Ace or King-Queen.

hundreds. In case of an adverse No Trumper, failure to ask the partner to open this suit may be very expensive. Even if the partner have but two small cards in the suit, and the bid has been made with a typical minimum holding like—

Spades	X-X;
Hearts	Ace-King-X-X-X;
Diamonds	X-X-X;
Clubs	X-X-X;

the hand is worth four tricks against a No Trumper whenever neither adversary holds more than three of the suit and the first trick is allowed to go to them. The making up of this suit may be the only possible way to save game; the bid may keep the partner from leading away from and up to[1] a tenace; in short it may *save everything* and *cost nothing.*

It is not only as a defensive measure that the minimum-strength suit-bid is of value; it plays a most important part in the offensive game. It conveys information to the partner which frequently justifies a game-producing bid with a hand

[1] A lead is "from" or "away from" the leader, "through" the player on the leader's left, "toward" the leader's partner, and "up to" the player on the leader's right.

which, without the initial bid, would have been too weak for anything but a pass.

The hand which follows illustrates the value, as a part of the attack, of the initial suit-bid of one.

	Dealer	Second Hand	Third Hand	Fourth Hand
Spades	3-2;	10-8-6-5;	A-J-9;	K-Q-7-4;
Hearts	10-4-3-2;	A-Q;	9-7-6-5;	K-J-8;
Diamonds	7-2;	K-8-6-3;	A-Q-J;	10-9-5-4;
Clubs	A-K-5-3-2.	10-8-4.	9-7-6.	Q-J.

It will be noted that, with the above holding, if Dealer bid one Club his partner would bid one No Trump and should make game; but if Dealer pass, the deal should be passed out as Second Hand is not strong enough to bid initially and neither Third Hand nor Fourth Hand is strong enough to bid after a pass from his partner.

It goes without saying, that an initial suit bidder may have more than minimum strength in the suit named, or assistance on the side, or better still may have both; the above is merely *the minimum requirement.* A 5-card suit containing greater strength (such as Queen or Jack *in addition* to Ace-King) will more amply justify a one-bid; this is also the case when the hand, *in addition* to

an Ace-King or Ace-Queen-Jack suit, contains a side Ace or other side strength.

It should not be imagined, however, that a suit should never be bid unless it be headed by Ace-King or Ace-Queen-Jack. A 5-card suit headed by Ace or King should be bid (when high-card strength in some other suit or suits makes up for the deficiency) provided that, in addition to the Ace or King, the 5-card suit contains Queen, Jack or Ten. Also, the suit which is bid may contain more than five cards. Suits containing six or more cards frequently call for a bid of more than one; but the presence of an extra card rarely justifies a one-bid which would not be justified without it.

It may be well to remark at this point that additional length in the suit to be bid, or additional strength in the hand in general, may call for a different bid (*e. g.*, a two-bid or three-bid in the suit, or one No Trump). In other words, a hand may have the qualifications for a suit-bid of one and at the same time be still better qualified for some other bid. Alternative bids are fully discussed later. When a player makes an Original Bid of one on a holding substantially stronger than the minimum, he can, on a later round, show

his extra strength (if necessary) by supporting his partner's bid (if any) or by raising his own.

Minimum Strength Requisite for an Initial Suit-Bid of One with an Ace-High or King-High 5-Card Suit

In this table, as elsewhere in this book, the insertion of a hyphen between two cards shows that they are of the same suit.

Cards Heading 5-Card Suit	Side Strength Required
Ace-King Ace-Queen-Jack	None
King-Queen-Jack Ace-Queen Ace-Jack Ace-Ten King-Queen	Ace or King-Jack
King-Jack	Ace or King-Queen
Ace [1, 2] King-Ten [1]	Ace-Jack [2] or King-Queen-Jack [2]

(This table is continued on page 37 to show Queen-high and Jack-high suits with which an Initial Bid of one may be made.)

[1] It will be noted that the King always, and the Ace usually, must be accompanied by another honor.

[2] When the suit to be bid contains *six or more* cards headed by Ace without other honor, it may be bid with no greater side-support than Ace or King-Queen.

Queen-High Suit-Bids

There are two important differences between 5-card suits headed by Ace or King (with another honor) and those headed by Queen (with another honor) or in other words by Queen-Jack-X-X-X or Queen-Ten-X-X-X. The suits headed by the Ace or King are much more valuable as producers of quick tricks and can be established with greater celerity. It has therefore been generally considered inadvisable to bid *one* initially with a Queen-high suit. With a Queen-high holding it has until very recently been conventional either—

(*a*) To pass on the first round and then by a secondary bid to show that the suit was not headed by "tops"; or—

(*b*) To bid *two* of a Major on the first round, thus advising the partner not to bid any other suit or No Trump. See page 90.

There are, however, many Major suit hands of the following types:

Spades	X-X-X;	Spades	Q-10-X-X-X;
Hearts	Q-J-X-X-X;	Hearts	A-X-X-X;
Diamonds	A-K-X;	Diamonds	X;
Clubs	X-X.	Clubs	A-J-X.

With either of the above, or with any similar holding, a pass is disadvantageous as it may result in

passing out a hand which if played would produce game. A bid of two is apt to be even more unfortunate because, if the partner be short and weak in the suit named, but has other strength, some other declaration may produce game while the declared suit will surely fail to do so.

It is the acme of bad bidding to request a partner not to do something which it may be most essential that he should do. With hands of this type the partner should be urged, by a bid of one, to bid No Trump or the other Major or even a Minor; whenever he is weak and short in the Major initially bid.

When the Queen-high suit is a Minor, bidding it is not nearly as important as when it is a Major. A Minor bid of one is not nearly as apt to produce game if the partner advance the suit; it is, however, an equal and just as valuable a No Trump invitation as a Major-bid of one. It is, therefore, advisable to include in the catalogue of 5-card suit-bids of one, all hands which contain 5-card Queen-Jack or Queen-Ten suits with considerable strength on the side.

Jack-High Suit-Bids

The reasoning given above in support of Queen-high bids holds good to a certain extent for Jack-

high suits. The main objection to bidding either a Queen-high or a Jack-high suit is that neither is sure of quick establishment, the Jack-high suit being apt to be even more belated than the suit headed by the Queen.

Another objection to bidding a Jack-high suit is that when the contract is obtained by the adversary on the right, the bid may induce the partner of the bidder of the Jack-high suit to lead that suit and some other suit may be more advantageous.[1]

Jack-high suits should therefore be bid initially only when the exigency of the case positively demands it; that is when the holding is a Jack-Ten *Major suit* accompanied by two very strong suits and one very weak suit. This is a hand which at first glance may arouse some doubt whether a No Trump or a Major should be bid, for example:

Spades	Jack-Ten-X-X-X;
Hearts	Ace-Queen-Ten-X;
Diamonds	Ace-Queen-Ten;
Clubs	X.

[1] When the partner of a Jack-high suit bidder has King-X in the suit and the Ace of the suit is in the Closed Hand, the lead of the King is very apt to cost a trick in that suit.

Such a holding is obviously too strong to pass. To bid two Spades,[1] thereby denying Hearts and practically forbidding a No Trump, would be the height of folly as it might prevent just what the bidder wants—a take-out in No Trump or Hearts by a partner short in Spades. Therefore, unless one Spade may be bid, one No Trump must be.

The reasons which make the Major one-bid a wiser choice than the No Trump are fully explained later (see page 77); for present consideration it is merely necessary to note that Jack-high Minor suits are never bid and that Jack-Ten Major suits are bid only when they contain five or more cards and are accompanied by two very strong side suits, the fourth suit being short and weak.

Minimum Strength Requisite for an Initial Suit-Bid of One with a Queen-High or Jack-High 5-Card Suit

(This table is a continuation of the table of Ace-high and King-high suit-bids which appears on page 33.)

Cards Heading 5-card Suit[2]	Side Strength Required
Queen-Jack[3] or Queen-Ten[3]	Ace-King or, Ace-Queen-Jack or, Two Aces or, Ace *and* King-Queen[4]

[1] With the idea that the bid of *two* will show long weak Spades.

[2] *I. e.*, 5 cards or more.

[3] Preferably, but not necessarily, in a Major suit.

[4] *I. e.*, Ace in one side suit and King-Queen in another.

Cards Heading 5-card Suit	Side Strength Required
Jack-Ten[1]	Ace-Queen[2] *and* Ace-Jack[2] or King-Queen[2]

FOUR-CARD SUIT-BIDS

It has only been a few years since the initial bidding of 4-card suits, especially of 4-card Major suits, was contrary to the recognized conventions. Modern developments have, however, shown that when an initial bidder has a 4-card suit strong enough to bid (table, pages 42–43) he may be neglecting a valuable opportunity if he pass. The bid may be all the partner needs to justify a successful No Trump; or if the partner have four cards of the suit, there may be game with that suit the trump. The first bid is probably the only opportunity the player will have to bid one of the suit and find out whether it fits his partner's hand. It cannot do any harm to bid *one* with any of the combinations given in the table on pages 42–43.[3] Should the bid be doubled, it would be an informatory double[4] and the partner of the doubler would

[1] Only when in a Major suit.

[2] *I. e.*, Ace-Queen in one side suit and Ace-Jack or King-Queen in another.

[3] This reasoning must not be taken to justify a "short suit" bid. (See page 43.)

[4] All doubles of suit-bids of one are informatory; see page 122.

have to take it out. If the bid be left in and the partner of the bidder have a worthless hand, the adversaries might score 100 or possibly 150 for defeating the contract; but even with a loss of 150 the bid would nevertheless be profitable because, had it not been made, the adversaries would surely have bid and would very probably have taken ten tricks (game) with a contract of their own. The danger of a "set," however, is not serious, because players who understand modern bidding are not apt to permit a one-bid by an initial declarer to rob them of a chance to make game.

It is therefore evident that a bid of one is not apt to be expensive; but, when an initial bidder passes with any of the holdings given in table on pages 42–43, he is not apt to have another chance to show his suit by *a harmless one-bid.* Three players will have had a chance to bid before he has his second opportunity and by that time the bidding, in most cases, will have advanced so far that it will be necessary to bid two, three or even four in order to show the 4-card suit. To bid *one* with a strong 4-card suit cannot be expensive; to bid more, may cost hundreds. It is therefore generally a case, as far as the 4-card suit is con-

cerned, in which the bidder must bid initially or not at all. A hand, of a very common type, will exemplify this situation.

	Dealer	Second Hand	Third Hand	Fourth Hand
Spades	A-7-4-2;	K-Q-10-9-8-6-5;	J;	3;
Hearts	A-K-4-3;	8;	Q-J-10-6;	9-7-5-2;
Diamonds	7-5-3-2;	K-9-6;	Q-4;	A-J-10-8;
Clubs	5.	4-2.	A-K-Q-10-8-7.	J-9-6-3.

It will be noted that with the above holding, if Dealer bid One Heart, Second Hand would bid two or three Spades and Third Hand three or four Hearts (whichever is necessary); that Hearts would be trump, and that Dealer should win eleven tricks.

If, however, Dealer be a player of the old school, which prohibits its followers from bidding any Major suit which does not contain at least five cards, he would pass; Second Hand would bid two or three Spades and Third Hand three or four Clubs (whichever is necessary). A sane Dealer would not seriously consider bidding three or four Hearts on the second round. If he believe that a 4-card suit is too short to justify a bid of *one* (which cannot be doubled for business purposes), he must believe it too short to warrant a bid of *three or four* which may cost hundreds. If Dealer

pass at the start, he must meekly pass on the second round and permit his partner to play Clubs, which will not produce game;[1] or must bid a most venturesome three or four No Trump which will be defeated.[2]

It will be seen, therefore, that the making or not making of game depends entirely upon whether Dealer bids or passes on the first round of bidding.[3]

It is conceded that this hand has been arranged to illustrate the advantage of bidding 4-card suits and the fact that the bid succeeds in this particular instance is not offered as a conclusive argument in its favor. The hand is, however, a fair example of hundreds which occur every day in actual play; hands in which two 4-card Majors face each other, and in which the Major suit-bid "fits" and will produce game, but in which some other declaration is played (very often by the adversaries) because the initial bidder has not

[1] Twenty-four is the maximum score that can be made with Clubs trump.

[2] Eight tricks is the maximum number that can be won at No Trump.

[3] During 1923 this hand was submitted to a large number of classes, composed in the main of experienced players. It was played at approximately four hundred tables. Whenever the Dealer happened to be a player who believed in bidding strong 4-card suits, the first bid was a Heart and game was made; but in no case in which the Dealer followed the old-fashioned theory and passed, was the game made. At one table an effort to make game, by a secondary No Trump, cost 600.

learned the value of 4-card Majors. Players who do not bid 4-card Majors neglect innumerable opportunities to make game and, unless they analyze the position of the various cards (which they seldom do), they do not realize that the game was within their reach but that they failed to grasp it merely because of the prevailing belief that a 4-card Major suit should not be bid.

The above statement is made with some hesitation. An indiscriminate bidding of 4-card Majors would be most unfortunate. They should not be bid unless the bidder understands and complies with the minimum-strength requirements; and unless he has a partner who will not unduly raise a one-bid, and who will deny the suit when very short of it.

The table which follows goes as far as safety permits in encouraging 4-card bids; to make them with any less strength would be courting danger.

MINIMUM STRENGTH REQUISITE FOR AN INITIAL SUIT-BID OF ONE WITH A 4-CARD SUIT

CARDS HEADING 4-CARD SUIT	SIDE STRENGTH REQUIRED
Ace-King-Queen	None
Ace-King	Ace or King-Queen
Ace-Queen-Jack	Ace or King-Queen
King-Queen-Jack	Ace or King-Queen

Cards Heading 4-Card Suit	Side Strength Required
Ace-Queen-Ten[1] Ace-Jack-Ten King-Queen-Ten	Ace-King or Ace-Queen-Jack [1] or Two Aces
King-Queen King-Jack-Ten	Ace-Queen[2] *and* Ace or King-Queen[2]

LENGTH NECESSARY FOR SUIT BIDS

A suit that contains less than four cards should never be bid originally, regardless of its strength. Even the holding of Ace-King-Queen does not justify the bidding of such a suit.

An initial bid of one requires the same length and strength whether made in a Major or Minor suit, but in making this statement it is only fair to explain that this is a subject upon which there is still considerable difference of opinion. There are excellent players who believe in bidding with short Minor holdings. In other words, they still follow the practice that originated when Spades were worth two, Clubs four and Diamonds six per trick. Then it took six Clubs[3] to overcall two No Trumps and a Minor bid was merely a high-

[1] With Ace-Queen-Ten, an Ace-Queen-Ten on the side is sufficient.

[2] Ace-Queen in one side suit and Ace or King-Queen in another.

[3] Or four Diamonds.

card indication; the suit could not compete with No Trump in the bidding and, in the isolated cases in which it was played, the points gained were not apt to be important.

Now, however, *Diamonds and Clubs are as forceful as Hearts and Spades for pushing an adverse No Trump*[1] and they frequently prove to be game-winners.

A suit valued at four, against a No Trump worth twelve, was impotent to overcall three No Trumps even by contracting to make a Grand Slam. Now a bid of four in either Minor will overcall the formerly impregnable three No Trumps, and both of these suits frequently furnish otherwise unattainable games for those who appreciate their value. The opportunity to bid them to the limit often drives adverse bids upon the rocks.

The ability to fully avail himself of the opportunities now afforded by the Minors, is one of the best tests of the skill of a bidder. It frequently happens that a bid of four in a Minor is left in because Minors are not apt to go game and because the opponent fears his Major bid of four would fail, and yet game in the Major might have been made.

[1] They are also as forceful as a Heart for pushing a Spade.

WHY IT IS IMPORTANT TO MAKE LENGTH ESSENTIAL IN AN INITIAL MINOR BID

The Minor-suit bidder whose bid announces length accomplishes five results otherwise quite impossible:

(1) He wins games with his Minor declarations that he would never otherwise score;

(2) He induces adverse bidders to undertake contracts which they cannot fulfil;

(3) He is allowed to play declarations which produce some return in deals in which the adversaries would otherwise have gone game or have netted a good score;

(4) He does not place his partner in an embarrassing position by compelling him to take out all initial Minor bids;

(5) When his bid is overcalled by a No Trump, his partner knows the suit to lead.

There are many instances in which the partner dare not bid No Trump over an initial Minor. An adverse suit may have been declared in which he is quite defenceless, or his hand may be much better adapted to supporting the Minor than to shifting. In all such cases it is absolutely vital for him to be sure that the original bid was made with length. There are numerous occasions in

which it is of the greatest importance for the success of the partnership that a Minor should be bid to the limit, but when any doubt exists in the mind of the partner as to whether a long or short suit has been bid, he dare not avail himself of what would otherwise be a most effective opportunity.

Should the initial bid be a sound one-Club, followed by an adverse Spade, and the partner of the Club bidder hold—

Spades	None;
Hearts	X-X;
Diamonds	Ace-King-X-X-X-X;
Clubs	Ace-X-X-X-X;

he is practically sure of a Slam in Clubs regardless of what the opening lead may be. The initial Club bid, having been made without the Ace (which partner holds), shows a side Ace or King-Queen; so the holder of the above hand would be justified in declaring six Clubs, if the adversaries bid as high as five Spades, and in redoubling if doubled; provided always that he had confidence in the soundness of that initial bid.

Numerous examples of the same general character may be given and in play such situations occur more frequently than might be expected. Hands in which the partner of an initial Minor

bidder has length in that Minor and a chance to ruff, appear with more or less regularity. Such hands are extremely valuable when their holder can be sure that the initial bid showed length; but if it might have been made with a short suit, and five or six trumps might be banked in an adverse hand, the partner would not dare to advance the Minor suit materially.

Players who bid short Minors as No Trump invitations, generally insist that the partner take out all initial Minor bids of one. Suppose that the short bid be made with such a hand as—

Spades	X-X-X-X;
Hearts	King-X-X-X;
Diamonds	Ace-King;
Clubs	X-X-X;

and the partner have some such holding as—

Spades	Queen-X-X-X;
Hearts	X-X-X;
Diamonds	X;
Clubs	Jack-X-X-X-X.

What is the partner to do? A forced take-out is always dangerous unless the bidder who requires it has ample strength to protect it. When a take-out is forced by the bid of a short Ace-King suit

and the partner is weak, the rocks are very near the short-suit bidder.

The risk might well be worth taking if there were any material gain in sight when the bid works advantageously, but there is not. Any hand with which the partner could go game with the assistance of a short Ace-King suit plus an Ace or King on the side,[1] would be bid by him even after an initial pass; so the benefit of the bid, even under the most propitious conditions, is negligible. Sound bidders do not pass hands containing six tricks, merely because the partner has failed to make an initial bid.

It may surprise those who still favor the bid of a short Minor as a No Trump invitation, to learn that experts who have submitted it to the searching test of duplicate report that it is without merit. Unless the partner have such strength that he can go game and would consequently bid without invitation, what can be the advantage of inviting him to bid No Trump?

Another material advantage gained by the bidder whose Minor always shows length is that, when it is overcalled by a No Trump, the partner knows the suit to lead. If the bid might have

[1] Anything much stronger is in itself a No Trump.

been a short invitation, the leader might be playing the adversaries' game by opening that suit.

Suppose a short invitation bidder start with one Diamond, that Second Hand bid one No Trump, and that it is the final bid. The original Third Hand (now the leader) holds—

Spades	X-X-X;
Hearts	Ace-X;
Diamonds	Jack-X-X;
Clubs	Queen-Ten-X-X-X.

That Diamond bid may have been made with,

Spades	Ace-X-X;
Hearts	X-X-X;
Diamonds	Ace-King-Ten-X-X;
Clubs	X-X;
	or
Spades	X-X-X-X;
Hearts	X-X-X-X;
Diamonds	Ace-King;
Clubs	King-Jack-X.

In the first case, opening the Diamond will almost certainly save the game, while opening the Club will be fatal; in the second, it is exactly the opposite. It is evident, therefore, that the invitation system of bidding short suits compels a player to *guess;* where, with the long suit convention, he would always be right.

V

THE INITIAL NO TRUMP

Sound bidders to-day recognize the advantage of bidding the No Trump first as it eliminates all adverse bids of one and, when the strength of the opponents is considerable but divided, may result in shutting out a declaration which would have proved dangerous. But, so that the initial No Trump may be of value to the partner and enable him to advance it with safety, it must show real strength and its limitations must be clearly understood.

The following are to-day generally conceded to be the No Trump requirements of the scientific bidder:

THE MINIMUM STRENGTH OF AN INITIAL NO TRUMP

Bearing in mind that an Initial Bid is an Original Bid made by Dealer or Second Hand, it may be said that an initial bid of one No Trump should be made whenever the bidder has—

(A) A hand above the average (Note 1) with three suits safely stopped (Note 2); or—

(B) A hand containing two powerful, short suits (Note 3).

Many teachers and writers advocate schemes by which a bidder may determine mathematically whether his hand is strong enough to justify bidding an original No Trump. One plan is to assign fixed numerical values to Aces, Kings, Queens and Jacks and, whenever these values aggregate a certain total, to bid No Trump; otherwise to pass. A more difficult method is figuring an Ace as one "quick trick", giving to all other single honors and to all combinations of honors arbitrary values which in some cases are fractions of a "quick trick", in others one "quick trick" and a fraction. To follow this system the players must memorize a long table of arbitrarily determined fractional values. The method explained above has stood the test of years, produces the desired result, and is certainly much simpler than any other method.

(Note 1) The average holding of high cards is one Ace, one King, one Queen and one Jack. From the standpoint of averages it is immaterial whether they are all in one suit or divided, but the requirements of a No Trump declaration demand that they must be so divided that they safely stop three suits. When this is the case and the hand contains an Ace, King, Queen or Jack above the average, it is a No Trumper. It is also a No Trumper when, with three suits stopped, it contains an extra Ace in place of a lower honor (*i. e.*, four in all), or when it contains three Aces without other strength.

(Note 2) A safely stopped suit is one that contains any one of the following combinations:

Ace.
King and one other.
Queen and three others.
Queen, Jack and one other.
Jack and four others.
Jack, Ten and two others.

The last four combinations stop a suit, but are very light assistance for a No Trump. When either is depended upon, the other two suits should contain real strength.

A Queen with but one or two small cards will not stop a suit when the Ace is in one adverse hand and the King in the other, but Queen and three small is considered safe because to be captured the Queen must be led through twice. Queen, Jack and one other is satisfactory. Jack, Ten and two others stops a suit, but Jack and three small is even more unreliable than Queen and two small.

(NOTE 3) For the purposes of declaration, a "powerful" short suit is one of two or three cards which contains either

Ace-King,
Ace-Queen-Jack,
Ace-Queen-Ten.

A hand containing any two of the three combinations mentioned above is a No Trumper.

A "powerful" suit containing four cards is not a "short" suit and it, not No Trump, should be bid.

When one suit is Ace-King-Queen which is, of course, appreciably stronger than either of the above-named combinations, the other may be somewhat weaker. An Ace accompanied by either a Queen or a Jack and one small, is quite sufficient to justify a No Trump when a Tierce Major (*i. e.*, Ace-King-Queen) is its companion.

A few examples follow:

Class A No Trumpers

Suit 1 Ace-X-X;
" 2 King-Jack-X;
" 3 Queen-Jack-X-X;
" 4 X-X-X.

Suit 1 Ace-Ten-X;
" 2 Ace-Jack-X;
" 3 King-X-X-X;
" 4 X-X-X.

Suit 1 Ace-X-X;
" 2 Ace-X-X;
" 3 Ace-X-X;
" 4 X-X-X-X.

Suit 1 Ace-King-X;
" 2 Jack-Ten-X-X;
" 3 King-Jack-X-X;
" 4 X-X.

Suit 1 Ace-X-X;
" 2 King-Ten-X;
" 3 King-Jack-X;
" 4 X-X-X-X.

Hands which fall a little short of being Class A No Trumpers.

Suit 1 Ace-X-X;
" 2 King-X-X;
" 3 Queen-Jack-Ten;
" 4 X-X-X-X.

Suit 1 Ace-X-X;
" 2 King-Queen-X-X;
" 3 Jack-Ten-X·
" 4 X-X-X.

Suit 1 Ace-Ten-X;
" 2 King-Queen-X;
" 3 Jack-X-X-X;
" 4 X-X-X.

Suit 1 Ace-X-X;
" 2 Ace-X-X-X;
" 3 King-Ten-X;
" 4 X-X-X.

Class B No Trumpers

Suit 1 Ace-King-X;
" 2 Ace-Queen-Ten;
" 3 X-X-X;
" 4 X-X-X-X.

Suit 1 Ace-Queen-Jack;
" 2 Ace-Queen-Ten;
" 3 X-X-X-X;
" 4 X-X-X.

Suit 1 Ace-King-Queen;
" 2 Ace-Jack-X;
" 3 X-X-X-X;
" 4 X-X-X.

Hands which fall a little short of being Class B No Trumpers.

Suit 1 Ace-King-X;
" 2 Ace-Jack-Ten;
" 3 X-X-X;
" 4 X-X-X-X.

Suit 1 Ace-Queen-Jack;
" 2 Ace-Queen-X;
" 3 X-X-X;
" 4 X-X-X-X.

Suit 1 Ace-King-Queen;
" 2 King-Jack-X;
" 3 X-X-X-X;
" 4 X-X-X.

That No Trump should be bid with a hand of the Class A type is generally conceded, but the Class B type is not as well known and many hesitate about bidding a two-suit No Trump. As a matter of fact, a No Trumper with an Ace-King and an Ace-Queen-Jack is more apt to work well than one with three "bare" Aces; but the *two* defenceless suits seem too dangerous to those who have not carefully studied the situation.

A most important point in connection with the bid is that it should only be made with two *short* suits. If either suit (be it Major or Minor) have four cards, it is much safer to bid that suit than

to risk a No Trump. The No Trump bid, with two defenceless suits, is advisable only when both strong suits are short; otherwise bidding either suit might mislead the partner, and passing might cause a game hand to be thrown into the discard.

The following hand fully illustrates the importance of the bid:

	Dealer	Second Hand	Partner	Fourth Hand
Spades	A-K-10;	9-8-6;	J-3-2;	Q-7-5-4;
Hearts	A-Q-J;	9-8-2;	10-4-3;	K-7-6-5;
Diamonds	8-6-5-3;	A-10-7;	K-Q-4-2;	J-9;
Clubs	10-6-3;	K-J-8-4;	A-Q-2;	9-7-5.

It will be noted with the above holding that game with a big score may easily be lost by an unsound pass. If Dealer pass (in spite of his two powerful *short* suits), the deal will be passed out; if he bid No Trump, he should make a Small Slam.[1]

The difference between a No Trumper that is considered sound and one that is not, may often seem trivial. To the inexperienced player, some of the distinctions may appear arbitrary and unimportant. For example, the presence or absence of a Deuce accompanying Jack-Ten-X may determine whether the player should bid

[1] See page 289 for the correct play of this deal and the demonstration that, played by Dealer at No Trump, twelve tricks (a Small Slam) should be won.

No Trump or pass. This may seem absurd, but the success of the make may depend upon whether or not the hand contain that apparently insignificant card. The leader may have a six-card Ace-King-Queen holding in that suit without re-entry, and that seemingly worthless Deuce may spell the difference between game and a defeated contract.

Conservative players may think that some of the No Trumpers herein advocated are too light, but their soundness has been fully proven by the best of teachers—experience.

In actual tricks, some of the No Trumpers given under Class A are unquestionably the weakest; yet they all have at least three suits safely stopped with a sure trick in each. At first it may appear to be the height of audacity for a player, with possibly only three tricks, to be willing to contract to take seven; but it really is not as rash as it seems. The advantage of playing the twenty-six cards with a harmonious purpose, is worth approximately one trick; Dummy may be expected to render average assistance (*i. e.*, three tricks); and the three in Declarer's hand make the contract. Of course, Dummy may not have a hand of average strength; but even then, the loss is not apt to be serious.

In any hand in which such a No Trump is badly beaten, the chances are that the adversaries, had they known their strength, could have scored a game; so that unless the loss should be very heavy (which is most unusual) the bid is a profitable gambit.

It is not merely the advantage of shutting out adverse bids or winning doubtful odd tricks that makes these bids advantageous. There is as great a chance that the partner has more than average assistance as there is that he has less, and it takes very little more than three tricks in Dummy to enable a clever player to score a game with even the weakest of the conventional No Trump makes.

The situation is quite different when the bidder is an inexperienced or poor player, or when he is so outclassed by his adversaries that he has reason to fear that he will not win all the tricks he might. Under these conditions conservatism is most advisable.[1]

[1] It is better team work for a poor player to await, and then advance, his partner's bid than to make a doubtful initial bid himself. With three bare Aces, or with any other hand which only just qualifies as a No Trumper, he had better pass.

VI

HANDS IN WHICH THERE IS A CHOICE BETWEEN TWO INITIAL BIDS

Chapter IV explained in detail the exact amount of strength necessary to justify an Initial Bid of one of a suit and Chapter V outlined just how many high cards a player should have to warrant an Initial Bid of one No Trump. The next question to discuss is what an initial bidder should do when he is so fortunate as to hold a hand, somewhat stronger than anything heretofore considered, with which he has a choice between two declarations.

It is obvious that such a hand must either be composed of *two* suits, *both* so strong that *either* may be bid without overstepping the limitations set forth in Chapter IV; or must contain one suit strong enough to bid, and a No Trumper in accordance with the specifications of Chapter V. In other words the bidder must have—

(1) A choice between two suits

or

(2) A choice between a suit and No Trump.

HOW TO BID WITH A "TWO-SUITER"

A hand containing two suits both strong enough to bid is called a "two-suiter". With a "two-suiter", the original bidder should endeavor to force his partner to indicate in which of the two suits the partner is the longer or, if he have the same number in each, the suit in which he is the stronger. It is not at all unusual for an original bidder to have two suits of equal length and of practically equal strength, but it would be a very exceptional distribution of cards which would give his partner equality in the same two suits in the same deal. The original bidder has but little choice between the two 5-card suits with such a holding as—

Spades	Ace-Queen-Jack-8-6;
Hearts	Ace-King-Ten-9-7;
Diamonds	None;
Clubs	Ace-6-3.

But if the partner hold an honor and two small in one Major, and only one small in the other, it is obvious that the most satisfactory result will be obtained by calling upon the partner to determine which shall be the trump. Referring to the hand given above: suppose the partner holds King-X-X-X in Spades; X in Hearts; X-X-X-X-X in

Diamonds; and King-X-X in Clubs. With Spades the trump a Grand Slam would be apt to result; with Hearts, the Declarer might have decided difficulty in winning his game.

Even when the partner of the holder of the two long-strong suits does not have as pronounced a choice as in the example given above, it is important that he select the suit in which he is slightly stronger. His having three trumps instead of two, or an honor instead of a small card, may readily spell the difference between success and failure.

It is the duty of the original bidder to inform his partner, with all possible celerity, that he (the partner) is sitting opposite a "two-suiter"; and that although the original bidder has been doing most of the bidding and will play the hand, the responsibility of selecting the trump (or rather of designating a preference between the two suits of the original bidder) must rest upon the shoulders of the hitherto silent partner. The opportunity to convey this information comes when the original bidder has a chance to name the lower-valued of his two suits, he having first bid the higher-valued.

When Auction was first played in this country the original bidder, when deciding between two

suits, chose the lower so that, in the event of a double, an escape without increasing the bid was possible. Now that doubles of bids of one rarely stand, the only argument in favor of bidding the lower suit first no longer exists.

Bidding a lower-valued suit when the hand contains a higher of equal strength, is an unnecessary risk as the first bid may stand. The partner may be able to assist the higher-valued suit, and the failure to bid it may cost a game. But the paramount reason which induces the expert bidder with a two-suit hand to bid first the higher and later on (if possible) the lower, is that this enables his partner (*when strong*)—

(*a*) To advance the suit which seems more apt to produce a game;

(*b*) To bid a No Trump if weak in both suits named;

(*c*) To double if the adversaries bid too rashly; and (*when weak*) *without increasing the contract,* to designate which of the two suits his hand is the better able to assist.

The partner shows his preference after the second suit has been bid, his right-hand opponent having passed; by either passing, or returning to the suit first bid which he can do with a bid for the

same number of tricks; his action not indicating strength, merely a preference.

For example, Dealer holds—

Spades	Ace-Queen-Ten-X-X;
Hearts	King-Queen-Jack-X-X;
Diamonds	X-X;
Clubs	X.

He should start with one Spade; if after two passes Fourth Hand bid two Clubs or Diamonds, Dealer should bid two Hearts. If Second Hand again pass, the opportunity of the partner arrives. If strong in Spades and weak in Hearts his bid of two Spades is obvious, but the same principle applies even when the choice is not seemingly important. With three small Spades and two small Hearts, or with an equal number in each suit but the Spades the higher, the Spade bid should be made. A pass under such conditions means "I prefer Hearts"; a bid of two Spades merely means "I prefer Spades."

The bid does not show greater strength in Spades than the pass does in Hearts.

With a very strong holding in both Majors which would, without assistance from the partner, justify bidding three or even four over an adverse Minor bid, the same principle of bidding should be

followed so that the partner can indicate his preference without increasing the size of the contract.

For example, Dealer holds—

Spades	Ace-King-Queen-X-X;
Hearts	Ace-King-Queen-X-X;
Diamonds	None;
Clubs	X-X-X.

He bids one Spade,[1] Second Hand and partner pass, Fourth Hand bids three Diamonds, Dealer three Hearts, Second Hand four Diamonds, partner and Fourth Hand pass. It is now imperative for the Dealer, should he determine to bid four, to select Hearts and not Spades. The partner has declined to advance either bid, but he has not had the opportunity to make a choice between the two; he may have four low cards of one and but one or two of the other, and the one-card or two-card suit may be stopped by an adversary. Fulfilling the contract and winning the game may depend upon the selection of the right trump. The partner can change from Hearts to Spades *without increasing the contract,* but to shift from Spades to Hearts would require a bid of five.

[1] With a two-suit hand an original bid of more than one should never be made; giving the partner the choice between the two suits is the most important duty of the Declarer, and by bidding more than one originally he decreases the probability of his having a chance to bid again.

This principle of declaration may be carried even further. Take such a hand as—

Spades	King-Queen-Ten-X-X;
Hearts	Ace-Queen-Ten-X-X;
Diamonds	X-X;
Clubs	X.

Dealer should bid the Spades first even though the Hearts are slightly stronger; should Second Hand then bid two Diamonds, the partner two Spades, and Fourth Hand three Diamonds, the proper bid of Dealer would be three Hearts, although he knows that his partner can help the Spades and may not have a Heart. Under such circumstances Dealer, having been aided by his partner, is amply justified in continuing the bidding and the shift to Hearts[1] does not indicate a preference for that suit; but merely shows the presence of a second strong suit. This should only be done when the partner can be depended upon to understand that the shift means nothing more than the leaving of the decision to him.

There is a chance that the partner helped the original bid with some such hand as—

[1] The Heart bid should be made just the same even if the Spades were slightly (but only slightly) stronger.

Spades	Ace-X;
Hearts	King-Jack-X-X;
Diamonds	X-X;
Clubs	Queen-Jack-Ten-X-X;

in which case an adversary might have Jack-X-X-X in Spades and the game, sure with Hearts, might be unobtainable with Spades.

Perhaps in only one case out of ten will a partner who has helped Spades prefer Hearts, but in that one case he should be given the chance to show his preference by passing the Heart instead of making the expected Spade over-call.

A player who shows two suits, the higher first, *guarantees to his partner that he has the strength requisite for an initial bid in either* but, being in doubt which is the better for the combined hands, leaves the decision to the partner who, with his knowledge of his own hand and the information which the bids have given him, can unerringly choose the better suit, bid No Trump, or double with comparative safety.

When a scientific bidder names a higher valued suit after starting with a lower, he announces that his strength is in the lower; but that he has length in the higher and is bidding it on the chance that his partner has strength in it.

It is important that all phases of this subject be fully understood; so at the risk of repeating information previously given, it seems wise to add a few examples of what may happen, together with the proper inferences to be drawn from each bid.

Example 1

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	Pass	Pass	2 Diamonds
2	2 Hearts	Pass	Pass	

Dealer has shown his partner that he has a two-suiter composed of Spades and Hearts and the partner has told the Dealer that he prefers Hearts.

Example 2

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	Pass	Pass	2 Diamonds
2	2 Hearts	Pass	2 Spades	

The Dealer in Example 2 has given the same information as in Example 1, but in this case the partner has shown his preference for Spades. The bid of two Spades in Example 2 is *not a raise* and has not indicated any greater strength in Spades than the pass in the previous Example indicated in Hearts. In each hand the partner has shown merely a preference, nothing more.

After two suits have been bid by one player, a bid made by his partner *following an adverse bid,* is a strength-indicator (a raise)—not merely a preference-indicator.

Example 3

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	Pass	Pass	2 Diamonds
2	2 Hearts	3 Diamonds	3 Hearts	

In Example 3 the partner is showing much more than a preference, he is voluntarily increasing the contract after an adverse bid. A bid of this character is a raise.

The following is an illustration of a delayed opportunity to show a preference.

Example 4

Round	Dealer	Second Hand	Partner	Fourth Hand
1	1 Spade	Pass	Pass	2 Diamonds
2	2 Hearts	3 Diamonds	Pass	Pass
3	3 Hearts	Pass		

On the second round the partner did not increase the contract by voluntarily overbidding the adverse three Diamonds; by declining to bid on this round the partner showed that he did not

have a raise for either Hearts or Spades. He must, however, have a preference and Dealer's bid of three Hearts (which is not overcalled by Second Hand) allows partner to show his preference without increasing the contract. Dealer on the third round bids Hearts (the lower-valued of his two suits) instead of Spades (the higher-valued) so that partner can show his preference without increasing the contract. When Dealer makes his third bid he knows that his partner has not a raise for either Spades or Hearts; by his bid Dealer announces sufficient strength in his own hand to bid three of either suit and he selects the lower-valued suit (Hearts) so that the partner may designate his choice between the two suits without increasing the size of the contract.

In the above examples Spades and Hearts have in every case been cited because, when a two-suiter is composed of the two Majors, it is more apt to produce game and a choice by the partner is consequently more important. When, however, the two suits are a Major and a Minor, or two Minors, they should be treated in exactly the same way (*i. e.*, by bidding of the higher valued first) that has been shown to be the proper method with two Majors.

As a further illustration of the correct method of bidding two-suiters, attention is called to the following hands:

	Dealer	Second Hand	Partner	Fourth Hand
Spades	A-K-10-9-8;	3-2;	J-7-5;	Q-6-4;
Hearts	A-K-J-9-8;	Q-10-5-2;	7-6;	4-3;
Diamonds	K-3;	9-8;	J-7-6-5-4;	A-Q-10-2;
Clubs	8.	A-K-Q-4-3.	J-10-2.	9-7-6-5.

Correct Bidding

1st Round	1 Spade	2 Clubs	Pass	Pass
2d Round	2 Hearts	Pass	2 Spades	3 Clubs
3d Round	3 Spades	Pass	Pass	Pass

It will be noted that Dealer bids one Spade (the higher valued suit) first, although the Heart suit is slightly stronger. When the two suits are of equal length the higher valued should be bid first, even when the lower valued is somewhat stronger. It will be noticed that the partner, who is far too weak to raise, has the opportunity to show his preference on the second round of the bidding and that Dealer on the third round bids the suit his partner has selected. The correct play of this hand, in spite of the extreme weakness in the Dummy, will produce for Declarer ten tricks (game) at Spades, although at Hearts it would be difficult for him to make more than one odd.

	Dealer	Second Hand	Partner	Fourth Hand
Spades	A-K-10-9-8;	Q-J;	6-4-2;	7-5-3;
Hearts	A-K-9-8-7;	Q-5;	6-4-3-2;	J-10;
Diamonds	A-Q-J;	9-8-6;	7-5-4-2;	K-10-3;
Clubs	None.	8-7-5-4-3-2.	10-9.	A-K-Q-J-6.

Correct Bidding

1st Round	1 Spade	Pass	Pass	2 Clubs
2d Round	2 Hearts	3 Clubs	Pass	Pass
3d Round	3 Hearts	Pass	Pass	Pass

It will be noted that on the third round of bidding the Dealer (being strong enough to bid three of either Major) bids Hearts instead of Spades because, although his partner has declined to raise either bid, he has not yet shown a preference. Dealer's bid of the lower (on the third round), after the bid of the higher (on the first round) followed by the lower (on the second round), gives the partner the opportunity (on the third round) to show his preference without increasing the contract. As he prefers Hearts, the partner passes. It will be noticed that at Hearts Declarer should make a Grand Slam, at Spades he could not possibly do so.

HOW TO BID WITH TWO STRONG SUITS OF UNEQUAL STRENGTH OR LENGTH

When there is inequality in the length or strength (or in both) of two strong suits, the han-

dling of them is a more difficult problem than when they both contain five cards and have approximately equal strength. A hand composed of—

Spades	Ace-King-X-X;
Hearts	Ace-King-Queen-X-X;
Diamonds	X;
Clubs	King-X-X;

has the strength sufficient to qualify for either a Spade or a Heart bid and yet is not the type of hand with which the burden of naming the trump should be shifted to the partner. With two 5-card suits of *nearly equal* strength, it matters not at all whether the partner shows a preference for the stronger or the weaker; it is better to play with the trump the partner indicates. If the two suits, for example, be—

Spades	Ace-King-X-X-X;
Hearts	Ace-Queen-X-X-X;

it will certainly be wiser to play with Hearts the trump than it will with Spades if partner have—

Spades	X-X;
Hearts	X-X-X.

But when one suit is *very much stronger* than the other, it does not do to depend upon the partner's

preference; the difference in his hand in favor of the suit he is selecting may be much less than the difference between the two suits in the hand that is to become the Closed Hand.

Under these conditions the stronger suit, even when it is the lower-valued, should be bid first. For example—

Spades Ace-10-X-X-X;
Hearts Ace-King-Queen-10-X.

Hearts should be bid first for two reasons. *First:* The Spade might be left in and the Heart might be a much more desirable trump. *Second:* In the event of the Spade being overcalled and the Hearts then declared, the partner might show a preference for the Spade with a difference so slight that the Spade would be a much less productive trump.

When there is a combination of length and strength in favor of a lower valued suit, it should undoubtedly be bid first[1] when both suits are Majors. When the holding is a 4-card Major and a 5-card Minor a different question presents itself. If the Minor be bid initially it may stand

[1] Whether the other should be shown later depends upon the exact strength of the suit and the development of the bidding; it is a question of judgment which the bidder must determine for himself.

or the partner may bid No Trump; and the game, easy if the Major be the trump, may be impossible at either the Minor or No Trump. Take such a holding as—

Spades	X-X;
Hearts	Ace-King-X-X;
Diamonds	Ace-Queen-Jack-X-X;
Clubs	X-X.

If the Dealer bid one Diamond and the partner one No Trump, few Dealers would take out the No Trump with two Hearts as that would look to the partner as if the Dealer had five Hearts, without tops. With such a hand, however, the Dealer is bound to realize that there may be game in Hearts and not in No Trump.

Another complication that might follow an opening bid of one Diamond is that Second Hand might bid two or three Spades; if that bid be passed round to the Dealer, it would be very dangerous for him then to bid three or four Hearts; and yet the combined hands may produce an easy game with Hearts the trump.

It will be realized therefore that all methods of reasoning emphasize the principle (too little appreciated by the rank and file of Auction players)

that with a strong 4-card Major and side strength, it is dangerous not to bid one of the Major initially.

No rule is infallible; any plan of bidding may work badly in some cases. In the long run, however, the most satisfactory results will be produced by naming a 4-card Major, whenever it is strong enough for an initial bid (see table pages 42–43), in preference to a 5-card Minor. If the partner do not respond to the Major bid, the Minor (a 5-card suit) can generally be bid later; but, as has been explained above, it is not wise to plan a bidding campaign upon the theory that it is advisable to postpone the bidding of a 4-card suit.

HOW TO BID WITH TWO 4-CARD SUITS

With two 4-card suits, when both are Majors or both are Minors, it is generally advisable to bid the stronger; to bid the higher-valued, with the idea of bidding the lower-valued later, is not advisable unless the hand is so strong that it will justify a high bid with a 4-card suit.

With two 4-card suits, one a Major, the other a Minor; *the Major* (if strong enough to bid, table pages 42–43) *should unquestionably be bid first.* This statement is made with the full realization that it is contrary to the general practice and to

the dictates of most teachers. The theory that with a hand of this character it is desirable to bid a Minor as a No Trump invitation is 100 per cent sound; but those advocating it fail to realize that bidding one of a Major is exactly as pressing a No Trump invitation as bidding one of a Minor.

When the combined holding of two partners is such that a game may be won with No Trump, and the original bidder has two 4-card suits both strong enough to bid, it makes no difference which suit is bid originally; in either case the No Trump will be bid and won in exactly the same way. But often the combined holding will produce game in a Major but not in a Minor or No Trump, and in that case the only way to get on the right track will probably be to bid the Major originally.

Innumerable examples of hands of this character could be given; but as the same principle is involved in all, one will doubtless suffice.

	Dealer	Second Hand	Partner	Fourth Hand
Spades	6-4;	A-K-Q-10-9-2;	8-7-3;	J-5;
Hearts	A-Q-10-3;	7-6;	J-8-4-2;	K-9-5;
Diamonds	9-7-5;	J-10-4;	A-Q;	K-8-6-3-2;
Clubs	A-Q-J-4.	9-8.	K-10-7-2.	6-5-3.

It will be noted that if the Dealer start the bidding with one Heart, his partner will overcall Second Hand's Spade bid with Hearts; but if Dealer start with one Club, the partner will help the Clubs. It would be wild bidding for Dealer, with only four Hearts, to overcall his partner's three Clubs (Second Hand will surely bid two Spades) with Hearts; so the question of whether the hand be played at Hearts or Clubs depends on the first bid. As is the case in many deals, the same number of tricks (ten) can be made regardless of whether the Major or the Minor be the trump; but (if the score be love) with Hearts' winning ten tricks means game, with Clubs it means falling one short of the goal.

HOW TO BID ORIGINALLY WITH A CHOICE BETWEEN A SUIT AND NO TRUMP

In choosing between No Trump and a suit, with a hand so strong that either bid is fully justified, the natural inclination of most players is in favor of the No Trump because it has a higher value and requires only nine tricks (three odd) to go game. But the test of experience has demonstrated that there are many hands amply strong enough to justify bidding No Trump, with which

it would be an extremely foolish declaration. To cite an extreme case—

Spades	Ace-King-Queen-X-X;
Hearts	Ace-King-Queen-X;
Diamonds	Ace-King-Queen-X;
Clubs	None.

Here is a hand containing three Aces, and having three Kings and three Queens more strength than the minimum No Trump requirement; and yet only an ignorant, foolhardy or thoughtless player, with a hand practically sure to go game at Spades, would take the grave risk of having the adversaries run a long Club suit at No Trump.

When the 5-card Major is not so strong as in the above example, the reason for the Major bid is not so apparent; but nevertheless it exists if the No Trump have a vulnerable point.

It takes only one more trick to go game in a Major than in No Trump, and with a defenceless suit it is much safer to declare a strong Major. For example, take such a hand as—

Suit 1	Ace-Jack-Ten-X-X;
" 2	King-Queen-Ten-X;
" 3	King-Jack-X;
" 4	X.

With any such holding, No Trump should be bid when Suit 1 is either Clubs or Diamonds; should Suit 1 be Spades or Hearts, that suit is the safer bid. At No Trump the risk is too great that the adversaries will save game by taking five tricks with Suit 4, and the game is probable if the Major be trump.

A short and weak suit is always a menace to a No Trump. A blank suit or a singleton is an asset for a suit-bid, but is a No Trump liability because the adversaries will probably open it and may readily run the first five tricks and save a game which would easily have been won with a trump contract. A Declarer with a 5-card suit, strong enough to bid, can generally make at least one more trick with that suit the trump than he can at No Trump; the difference in favor of the suit-bid is frequently much greater.

When an initial bidder has a choice between a 5-card Major bid and a 3-suit No Trumper, his chances of making game in either are good; but when the remaining thirty-nine cards are divided so that there is game in one but not in the other, there are at least two hands in which the game is in the suit but not in the No Trump to every one in which the game is in the No Trump but not

in the suit. That, however, is not nearly all. Whenever there is game in the No Trump and not in the suit, the partner is sure to be short of the suit and to have some side strength. Under such conditions he is apt to take out the suit (see Third Hand bids, pages 213–218) and give the initial bidder, who had named the suit instead of the No Trump, the chance to bid again and to get into the game-going declaration.

Of course the same theories do not apply in the case of an initial Minor bid because it requires one more trick to make game with a Minor trump.

The sound and winning rule when choosing between a No Trump (with one defenceless suit) and a 5-card suit (the hand containing ample strength to warrant either bid) is to select the suit when it is a Major, the No Trump when the suit is a Minor.

THE CHOICE WHEN THE FOUR SUITS ARE ALL STOPPED

When all four suits are stopped, No Trump is generally a wiser bid than a Major, unless the latter contain four honors or more than five cards. But even with the four suits stopped, the presence of a singleton Ace may make a 5-card Major the wiser bid.

THE CHOICE BETWEEN A NO TRUMP AND A 4-CARD MAJOR

While the bidding of a strong 4-card Major is earnestly advocated with the class of hands which appear in table on pages 42–43, and while a strong 4-card Major should be given the preference over either a 4-card or 5-card Minor, and while the bidding of a 5-card Major rather than a No Trump (with hands justifying either bid but in which there is a vulnerable spot in the No Trump defence) is emphatically endorsed; it must nevertheless be conceded that with a hand (with one defenceless suit) which gives the bidder a choice between a No Trump and a 4-card Major, the question of which bid should be made is very difficult to determine.

Game is much less apt to be made with a Major suit by a Declarer who has four trumps than by one who has five, and the high cards in the hand are just as valuable for a No Trump. On the other hand the menace of the defenceless suit (the shorter that suit, the greater the menace) is equally great, and a partner who understands modern bidding can be relied upon to take out a Major in most cases in which there is game in No Trump and not in the Major. A student of the game, interested in determining what the winning bid is with—

Spades	Ace-King-X-X;
Hearts	X;
Diamonds	Ace-King-X-X;
Clubs	Ace-King-X-X;—

dealt a large number of hands and found quite an advantage for the Spade over the No Trump. This one test, however, is far from being conclusive, and with hands of this type the correct bid is still a matter of doubt. A few years ago all such hands would have been considered No Trumpers and the average player is still so bidding them. The expert is more discriminating; he appreciates that there are arguments on both sides of the question, and he examines the whole thirteen cards of his hand and weighs the reasons, pro and con, before he decides. For those who hesitate about determining for themselves how to bid in so close a case, the following rule is suggested:

With a No Trump holding which includes one defenceless suit and a 4-card Major strong enough to bid (pages 44–45), bid the No Trump unless the defenceless suit has less than two cards or unless the Major suit contains—

(*a*) Four honors;

(*b*) Ace-King-Queen-X;

(*c*) Three honors plus such side strength that

game seems reasonably probable in the Major.

THE CHOICE BETWEEN A NO TRUMP AND A MINOR

A hand which contains a choice between a No Trump and a Minor presents one of the most difficult problems that the bidder is called upon to face. He must remember that game is the goal for which he is aiming, that such scores as 18, 21, 24, and 28 in his trick column mean comparatively little, and that many strong hands with a powerful Minor suit will produce *three* No Trumps but fall short of *five* Diamonds or Clubs. There are, however, quite a number of hands in which the shoe is on the other foot and in which there is an easy game, perchance a Slam, in the Minor; but in which the adversaries will save the game at No Trump.

Therefore, with a No Trump hand containing a very strong Minor and a blank or a very short worthless suit, it may sometimes be advisable to bid the Minor in preference to No Trump; but the advantage of bidding the No Trump first and the difficulty, except with extreme strength, of winning eleven tricks, must not be overlooked. The selection of an initial Minor in preference to

No Trump should therefore be limited to hands having two unmistakable features—

(*a*) Great strength and at least five cards in the Minor.

(*b*) A blank suit or a weak singleton.

VII

INITIAL BIDS OF MORE THAN ONE

If the Laws of Auction limited a player's score to the amount of his bid, it is evident that with a strong hand he would bid more than one originally. But in this country,[1] a player who fulfils his contract is entitled to score all that he wins. If he make four Spades, he scores 36 and goes game regardless of whether his bid was one Spade or four Spades. If he bid one and make three, he scores 27; but if he bid four and make three he fails to make his contract, does not score, and his adversaries receive a penalty. It is therefore evident that when an original bidder opens the bidding with a declaration of more than one, he assumes an increased risk of failure, without any compensating advance in his score should he succeed: he must therefore have some reason, not connected with the score, for the apparently foolish act of bidding more than one. There are

[1] See page 449 for discussion of the reason that Contract-Auction, a game very popular in some countries, has not been adopted in the United States. In Contract-Auction a player's trick-score (the amount tallied "below the line") cannot be greater than the total of his final declaration.

two such reasons, either or both of which may make it advantageous to open the bidding with a declaration of two, three, four or even five. These reasons are (*a*) the desire to give the partner more accurate information concerning the character of the holding than can be conveyed by a bid of one and (*b*) the wish to pre-empt.

A pre-emptive bid, that is bidding higher than is necessary (*e. g.*, three as an original bid or four over a bid of two), is made with the hope that it may shut out some undesired adverse bid. It may be that neither opponent is strong enough to overcall a high original bid, but if either be allowed to start with a small bid he will find his partner with assisting strength and a successful adverse contract may result which neither opponent would venture without encouragement from the other.

Another advantage incident to a pre-emptive bid is that it may prevent an adverse bid which, if made, would give important lead-indicating information to the other adversary.

INITIAL SUIT BIDS OF TWO

Initial suit-bids of two are made for informatory, rather than pre-emptive purposes. It is true that

a bid of two may pre-empt, especially if it be a Spade, but this is merely an incidental advantage, not the object of the bid. When the intention is to pre-empt, a higher declaration is advisable as two is generally insufficient for the purpose.

The meaning of an initial suit-bid of two varies, depending upon whether it be made in a Minor or Major, but both convey most important information to the partner.

An Initial Bid of Two in a Minor

Formerly the Minor bid of two was used to show a solid 6-card suit with no side strength, but recently it has been determined that this declaration can be used more advantageously by extending its meaning. Solid 6-card Minors without side strength do not occur with sufficient frequency to justify setting aside a bid to earmark that particular holding and the meaning of that convention has, therefore, been enlarged.

The *initial* two-bid of a Minor is now used to show a hand with which the bidder wishes to announce great strength *both for a No Trump and for the Minor*. The initial bidder of two Clubs or two Diamonds virtually says, "Partner, I am not

sure whether it would be more profitable to play this hand with this Minor or No Trump; it is very powerful and I am expecting to make game if you have any material help. In the old days I might have bid No Trump[1] although for that declaration there are two weak suits, but now I am playing it safe by giving you the choice. When determining whether to bid two No Trumps or to let me struggle for game in the Minor, you may be sure that my Minor is both long and strong; it is either solid or within one trick of establishment. I am not warning you away from the No Trump, as I would be were I bidding two of a Major; on the contrary I am urging you to make that declaration if you think you can take care of my weakness."

The Minor bid of two is very informatory[2] and very important. It must not be confused with the meaning given to two of a Major and it must not be made with any type of hand except the one above described. At a love score *a long weak Minor, even with side strength, should never be bid originally.*

A few examples follow.

[1] At one time it was conventional to bid one No Trump with a 5-card or 6-card Minor headed by Ace-King-Queen and a side Ace.

[2] It always shows six tricks if the Minor be the trump.

HANDS WHICH JUSTIFY AN INITIAL MINOR BID OF TWO

Spades	X;
Hearts	X-X-X;
Diamonds	Ace-X-X;
Clubs	King-Queen-Jack-X-X-X.
Spades	X-X-X;
Hearts	X-X-X;
Diamonds	Ace-King-Queen-X-X-X;
Clubs	X.
Spades	Ace-X-X;
Hearts	X-X-X;
Diamonds	X-X;
Clubs	Ace-King-Queen-Jack-X.
Spades	Ace-X-X;
Hearts	X-X-X-X;
Diamonds	Ace-Queen-Jack-X-X-X;
Clubs	None.

A few writers criticise the Minor two-bid, calling it cumbersome and unnecessary. They announce (as if it were an important discovery) that it is easier for a partner to bid one No Trump over one of a Minor, than two No Trumps over two of a Minor; they seem to think that the argument is thereby concluded. They fail to realize that when the combined hands would produce game in No Trump any partner, who is a sound bidder, will

unhesitatingly bid two No Trumps over two of a Minor; they also fail to appreciate that the size of the contract is not increased by the original two-bid because with any of the above holdings a sound bidder who started with *one* of his Minor, would surely bid *two* of that Minor over his partner's one No Trump to show the character of the Minor and give the No Trump bidder the option between the Minor and No Trump. The two-bid at the start conveys the message more rapidly and more surely, it is important in the event of a pre-emptive bid by the adversary on the left. For example: Dealer bids two Clubs, Second Hand three or four Spades, Third Hand may have a holding which after Dealer's initial *two* Clubs would justify a bid of four or five Clubs (whichever may be necessary) but which would not warrant any such bid had Dealer started with *one* Club. Should Third Hand pass, Dealer could not bid four or five Clubs; there may be game in Clubs and the original two-bid may be the only way to obtain it.

AN INITIAL BID OF TWO IN A MAJOR

To warrant an initial bid of two in a Major, the hand should contain six tricks provided the initial

bid be the trump.[1] It is *not* a No Trump invitation. The partner is urged, if able to bid, to do so only in the suit initially named.

All that two of a Major guarantees to help a No Trump is length in the suit bid, although to make up its six tricks it probably has some strength.

For a long time it was considered the best policy for an initial bidder with a long weak Major suit to first pass and then to bid on the second round, thus clearly marking the character of his holding. It was argued that when a hand of this kind is held the bid is rarely passed by all four players and that this method clearly distinguishes if from a strong hand weakly attempting to pre-empt.

Experience has proven the disadvantage of this practice. A player who wishes to bid two Hearts (for example) for the purpose of indicating trick-taking ability with a Heart contract, rather than high Hearts, should be free to do so without running the risk of being misunderstood; otherwise he may be shut out by an adverse bid of three Spades, and yet his partner may be able to help the Hearts sufficiently to ensure winning the game.

[1] The same number required for the Minor.

For example, Dealer holds—

Spades	X;
Hearts	Queen-Jack-Ten-X-X-X;
Diamonds	Ace-Queen-X-X;
Clubs	X-X.

Should he pass and Second Hand bid three Spades, it would be very dangerous for Dealer on the next round to bid four Hearts without knowing that his partner can assist. Still his partner, having sufficient strength to warrant raising the two-Heart bid and ensure game, may be unable to bid. If his partner have such a hand as—

Spades	X-X-X;
Hearts	Ace-X-X;
Diamonds	King-Jack-X;
Clubs	X-X-X-X;—

and the Heart King be on his right, four odd in Hearts would almost surely be the result.

It is therefore evident that a player who wishes to avoid being shut out by a pre-emptive bid should bid on the first round.

The presence of "tops" does not bar a two-Heart bid; it should be made with a hand composed of Ace-King-Queen-Jack-X-X[1] without an-

[1] Similar reasoning applies, of course, to a Spade holding.

other trick. It exactly fits the two-bid definition; it is good for six tricks if Hearts be trump and, while it would help a No Trump, the honor-score makes it surely a better Heart than a No Trump. With six Hearts headed by King-Queen-Jack-Ten and a side Ace, two Hearts would be a sound bid as once again the honors guarantee that the Heart would be more profitable than the No Trump.

During the past year some writers and teachers have announced that "two of a suit should never be bid originally;" in other words that every original suit-bid should be one or more than two. It is just as sensible for a bidder to rob himself of a declaration, valuable and informatory in both Majors and Minors (especially in the former), merely because he hopes that his hands will be so strong that he can bid three or four; as it would be for a golfer to leave in the club house the club which he uses when in trouble, merely because he hopes that all his shots will be perfect. The "slice" or "pull" is sure to come, and so is the hand with which a suit-bid of two is the only declaration which accurately describes the bidder's hand. Those who voluntarily curtail their bidding vocabulary by abandoning this bid will soon real-

ize the absurdity of giving up something for nothing.

STRONG HANDS WITH WHICH ONLY ONE SHOULD BE BID

With a hand which (combined with partner's) might be much better at No Trump or at the other Major, two of a Major should not be bid.

For example—

Spades	Ace-King-X-X-X-X;
Hearts	Ace-Queen-X;
Diamonds	X-X;
Clubs	Jack-X;—

is quite strong enough for two Spades, but not a hand with which to warn a partner not to bid Hearts or No Trump. With such a hand the bidder is only too anxious that his partner, if very short in Spades, should make some other bid.

A BID OF TWO OR MORE IN ONE MAJOR DENIES STRENGTH IN THE OTHER

Many players who know how and when to pre-empt, do not know when not to pre-empt.

It is a serious, yet common, mistake for a player to open with a bid of two or more in one Major when he has strength in the other. This

instructs the partner not to bid the other Major and may shut out an otherwise easy game.

When a player holds—

Spades	Ace-Queen-X;
Hearts	King-Queen-Jack-X-X-X;
Diamonds	X;[1]
Clubs	X-X-X;—

his hand is strong enough to bid more than one Heart originally, but the strength in Spades eliminates the main reason for doing so; and, if the partner have long Spades, that suit might be a much more profitable trump.

The partner may have some such holding as—

Spades	King-Jack-Ten-X-X;
Hearts	None;
Diamonds	Ace-X-X;
Clubs	X-X-X-X-X.

In that case a game, improbable in Hearts, might be easy in Spades and a bid of more than one Heart might prove a veritable boomerang.

It is wise, therefore to make it an invariable rule not to bid more than one of a Major suit when strong in the other. With this convention

[1] Should the Diamond and Spade holdings be reversed, the bid should be two or three Hearts.

understood, the partner of an initial Heart-bidder, even if quite strong in Spades, should assist rather than take out[1] a bid of two or more Hearts as he knows that the initial bidder is weak in Spades. The same general theory applies to any hand with which the initial bidder desires that his partner change the declaration if weak and short in the suit first bid; with any such holding, *one* should be the initial bid.

AN INITIAL SUIT-BID OF MORE THAN TWO IS PRE-EMPTIVE

An initial bid of more than two, either in a Major or Minor, is a pre-emptive declaration and indicates that the bidder has good reason to hope that he will win the game should the suit named be the trump. It also indicates that the bidder is very weak in some other direction and is trying to shut out some particular bid. With general strength, pre-empting is not advisable.[2]

The pre-emptive bid has five objects:

(1) It gives valuable information to the partner regarding the number of tricks the hand can take with a certain trump.

[1] Four honors with six in suit would doubtless justify a take-out.

[2] With great general strength, a bid from the partner is valuable, as it must convey important information; a bid from the adversaries is also to be desired, as it may produce an opportunity for a profitable double.

(2) It may prevent an adverse bid which could go game.

(3) It may prevent an adverse bid which, if made, would direct a lead most advantageous to the opponents.

(4) It may prevent an adverse bid which, if made, would be advanced by the partner of its maker to such a height that the initial bidder would be forced into a losing contract.

(5) It may induce the opponents to make an unwarranted bid that they would not otherwise attempt and consequently may produce a heavy penalty that would not otherwise be obtained.

To fully gather the benefits of the pre-emptive bid, the bidder must have nerve. A pre-emptive bid which should accomplish its purpose, is apt to fail when the bidder shows his timidity by attempting to get off too cheaply.

A real pre-empting hand contains an unusual distribution of cards, and when one hand has this the others are apt to be similarly constituted. The chances are, therefore, that a bid of two will be promptly overcalled, and once that happens the main object of the declaration is lost. An

initial three or four is much more apt to stand and may in the end be cheaper, as otherwise the partner, if he have support, may be forced to four or five.

A sound pre-emptive bid is made with a hand which either in itself insures game if the bid stand, or which requires but little help from the partner to accomplish that purpose. It may be made in a Minor suit, but in that case the bidder assumes a grave responsibility as he tells his partner not to shift to a higher valued declaration unless practically certain of game.

The large majority of pre-emptive bids are, therefore, made in a Major suit. To justify the declaration the hand must contain:

1. A most distinct probability of game if the bid stand.
2. Great length and strength in the suit bid.
3. If made in a Major, shortness and weakness in the other Major.[1]
4. The number of tricks shown below.

[1] An exception to this rule would be a hand with which game, with a large honor score, would be assured by playing with the Major named the trump, and in which a take-out by the partner is not desired even if he be short of the suit bid and long of the other Major. Such a holding as—

Spades	Ace-King-Queen-Jack-X-X-X;
Hearts	Ace-Queen-X-X;
Diamonds	X;
Clubs	X.

The honors make it advisable to play with Spades the trump, even if the partner have Hearts; and the two weak Minors make pre-empting advisable.

NUMBER OF TRICKS NECESSARY TO BID MORE THAN ONE ORIGINALLY

To justify an original bid of more than one the hand of its maker must be able, provided the bid made be the trump, to meet the following requirements as to its trick-taking power.

A bid of two shows six tricks.

A bid of three shows seven tricks.

A bid of four shows nine tricks.

A bid of five shows eleven tricks.

An example showing the value of pre-empting, when the conditions warrant it, follows:

Dealer has—

Spades	Ace-King-Jack-Ten-X-X;
Hearts	None;
Diamonds	Jack-X;
Clubs	King-Queen-Jack-Ten-X.

Second Hand has—

Spades	X;
Hearts	King-Queen-Ten-X-X;
Diamonds	Ace-X-X-X-X;
Clubs	X-X.

Third Hand has—

Spades	Queen-X-X;
Hearts	Jack-X-X;
Diamonds	X-X-X;
Clubs	X-X-X-X.

Fourth Hand has—

Spades	X-X-X;
Hearts	Ace-X-X-X-X;
Diamonds	King-Queen-Ten;
Clubs	Ace-X.

The Dealer and partner can make four in Spades; their opponents a Small Slam in Hearts. If the Hearts are once mentioned by either opponent, the other will advance them until the Dealer is overbid or pushed to a contract he cannot fulfil. His only chance is to pre-empt so strongly that his first bid will secure the contract. A bid of two will not accomplish this, three may, four surely will. The hand has sufficient strength to justify a bid of four and that bid ensures a game that can only be obtained by bold pre-empting.

The following is an example of a pre-emptive bid which places the opponent in an awkward position. The Dealer opens with three Spades and the Second Hand holds—

Spades	None;
Hearts	Ace-Queen-X-X-X-X;
Diamonds	Ace-Jack-X-X-X;
Clubs	X-X.

He knows that the pre-emptive bid has been made with Spade and Club strength to shut out Hearts,

that it will probably go game in Spades, and that should he fail to bid his partner will certainly pass. He realizes that should his partner have a little assistance at the right spots, such a hand as—

Spades	X-X-X;
Hearts	King-X-X;
Diamonds	Queen-Ten-X;
Clubs	X-X-X-X.

Four or five odd in Hearts would be easy.

But the reverse is just as apt to be the case. His partner may have a bust and the Third Hand may hold—

Spades	X-X;
Hearts	King-Jack-X-X;
Diamonds	King-Queen-Ten-X;
Clubs	X-X-X;—

which would mean being set for 500 or more.

When such situations occur, all the opponent can do is *guess* whether the bid will give him the game with a big score or cost a 500 penalty; he may readily make the wrong guess and when he does the pre-emptive bid deserves the credit.

Examples of When to Pre-empt and When Not to Do So

Before leaving the subject of pre-empting by an initial bid, it may be advisable to lay out, bid and

play; or if not that, at least to carefully examine, two deals in one of which pre-emption is essential, while in the other it is fatal. The student of the game should note and distinguish between the two types, appreciate why the hands should be bid so differently, and subsequently in play benefit by a perfect understanding of the principle involved.

	Dealer	Second Hand	Partner	Fourth Hand
Spades	A-K-Q-J-8-5-3;	9-6-2;	10-7-4;	None;
Hearts	None;	A-K-J-9-4-2;	10-7;	Q-8-6-5-3;
Dias.	J-10;	9-3;	K-8-6-4;	A-Q-7-5-2;
Clubs	K-Q-J-10.	A-6.	9-8-4-2.	7-5-3.

It will be noticed in this deal that if Dealer bid four Spades (the sound pre-emptive declaration, fully justified by the holding) he is practically sure to obtain the contract, neither adversary being strong enough, unassisted, to bid five Hearts. But if Dealer fail to pre-empt to the limit, one of the adversaries will bid Hearts and be advanced in that declaration by his partner. Played by Dealer at Spades, ten tricks should be taken; Dealer winning game and scoring 108 points; 36 for tricks, 72 for honors. Played by Second Hand at Hearts, a Grand Slam should be made,

which would win a game of 188 points; 56 for tricks, 32 for honors, 100 for Slam.

It will, therefore, be seen that in this deal a difference of 296 points and a game, hinges upon whether the Dealer is a sound pre-emptive bidder.

The other deal, above referred to, is—

	Dealer	Second Hand	Partner	Fourth Hand
Spades	A-Q-2;	4-3;	K-J-10-9-7;	8-6-5;
Hearts	K-Q-J-7-3-2;	A-10-8-5-4;	6;	9;
Diamonds	K;	10-9-8;	Q-J-5-4;	A-7-6-3-2;
Clubs	A-8-3.	7-5-2.	K-J-4.	Q-10-9-6.

It will be noticed in this deal that, although the Dealer is strong enough to bid three Hearts, it would be a foolish bid because Dealer desires his partner, if short and weak in Hearts, to make any other bid his hand justifies. If the partner have a Spade or No Trump bid, it will surely be much wiser to play the deal with the partner the Declarer. If partner bids Diamonds, Dealer would certainly rather play No Trump than Hearts. Should Dealer bid more than one Heart, he would be asking his partner not to make any one of a number of possible bids and yet, if the partner have a holding which justifies any bid, it must be most beneficial to the partnership for him to make it. At Hearts Dealer will not make game, at

Spades or No Trump (the play should be at Spades) a game is easy for the partner.

Because a hand has the strength for a high pre-emptive bid, it does not follow that a bid of more than one should be made. At first glance the two hands that follow seem to be very similar but they should be bid quite differently.

Spades	A-K-J-X-X-X;	A-K-Q-X-X-X;
Hearts	None;	J-X-X-X;
Diamonds	X-X-X;	None;
Clubs	A-K-Q-X.	A-K-Q.

With the hand on the left, *four* Spades should be bid so as to shut out *all* Heart bids; but with the hand on the right, although its Spades are a point stronger, the first bid should be *one* Spade because it may be advantageous for the partner to bid Hearts. If the partner be very short in Spades but long and strong in Hearts (in other words if he have a hand with which he would take out one Spade with two Hearts), the result at Hearts might be quite a bit better than it would be at Spades.

Hands Which Are Too Strong to Pre-empt

Occasionally a hand turns up which fulfils every pre-emptive requirement but which is so strong

that it is unwise to bid more than one. A Dealer who held thirteen Spades would be strong enough to bid seven, but would be foolish if he bid more than one because he would be anxious to be doubled and that would be more apt to happen if he start with one and raise his bid (if opportunity offer) one each time, until he obtain the contract. So it is with such a hand as—

Spades	King-Queen-Jack-Ten-X-X-X-X;
Hearts	None;
Diamonds	Ace;
Clubs	Ace-King-Queen-Jack.

The hand is worth twelve tricks; six Spades would be a safe pre-emptive bid, but if it be made an adversary would not be as apt to double as he would be if Dealer start with a bid of one.

It is probable that the adversaries will bid and that Dealer will be forced up; if this happen and the Ace of Spades be adversely held, a double is apt to follow.

Take such a hand as—

Spades	X;
Hearts	Ace-King-Queen-X-X-X-X-X;
Diamonds	Ace-King-Queen-X;
Clubs	None.

The question is whether adverse bidding should be courted or shunned. The hand is good for eleven tricks (probably twelve) with Hearts trump. By bidding five Hearts at the start the contract can probably be pre-empted. By bidding one Heart at the start, a double of four or five Hearts may be obtained; on the other hand it may be that the adversaries (if allowed to show each other their strength) can bid (and make) six Spades. It is clear that the bidder should not adopt any such half way expedient such as a bid of two, three or four Hearts; he should bid five or one. The conservative bidder would say five, the chance-taker would bid one.

When to Bid Two No Trumps

With four Aces, especially when one of them is a singleton or has but one small card with it, a pre-emptive bid of two No Trumps is now generally approved,[1] the chances being that the partner will furnish some assistance; if so, the declaration may reasonably be expected to show a net gain because, even should it go down one, it is still worth 50.[2] Furthermore, there are some cases in which the shutting out of a lead-directing bid by

[1] But not regarded as obligatory.
[2] 100 for Aces, less 50 for penalty.

Fourth Hand is the factor which determines the success or failure of a No Trump.

There are also some hands with a long solid Minor and with either three suits stopped once or with two bare Aces, with which it is wise to shut out a lead-directing bid by bidding two No Trumps. These hands are not, however, of frequent occurrence. With the vast majority of holdings, one No Trump is a better bid than two, as it permits the partner to take out with a strong Major.

VIII

ORIGINAL THIRD HAND BIDS

When Third Hand bids, after two passes, he is making an original but not an initial bid and he is affected by considerations which do not concern an initial bidder, viz:

(1) A partner who has passed should not be counted upon for as much strength as may be expected from a player who has not had an opportunity to declare. Partner's pass does not, by any means, announce a bust, but it does negative any considerable strength.

(2) The adverse strength is apparently banked to the left of Third Hand.

(3) Unless Third Hand have great strength, it is probable that the final bid will be made on his left. It is therefore advisable, when he has a suit that he desires his partner to lead, for him to indicate it by a bid.

These considerations so change the situation

that it is radically different from that of Dealer or Second Hand making an initial bid.

To bid a No Trump, despite his partner's pass, Third Hand should have at least one trick greater strength than would be required for an initial bid; but, without any specific number of tricks, he may bid one of a suit that he desires his partner to lead should the expected No Trump be bid on his left. This, being a bid of one, is not apt to be doubled[1] and it must be understood by the partner to be a lead-indicator, not a trick-indicator. To postpone the lead-indicating bid until *after* the expected No Trump bid from Fourth Hand, would require a bid of more than one which might not be safe.

A pre-emptive bid is distinctly advisable whenever Third Hand has a suit of such length and strength that, with it the trump, a game seems probable even with a partner too weak to open the bidding. Such a bid does not of necessity show Aces or Kings, nor does it deny them. It merely guarantees that the hand will take within one or two of the number of tricks bid. A Third Hand may bid one or two more than his actual trick-taking strength because even a partner who has passed may be expected to be of some little help.

[1] Except a temporary double for informatory purposes.

IX

ORIGINAL FOURTH HAND BIDS

After three passes the Fourth Hand generally holds a combination of cards which makes a bid by him unmistakable. The other players having shown weakness, or at least the absence of offensive strength, Fourth Hand is apt to have an obvious No Trump or Major declaration. When, however, the exceptional case occurs in which Fourth Hand after three passes finds himself without a plainly indicated bid, his problem is whether it is more probable that he and his partner, or the opponents, will profit should the hand be played. When he has an average hand and his partner has passed with considerable strength, he may, by passing, lose an opportunity for game or at least a material score. On the other hand, when Dealer and Third Hand have passed with hands only slightly below bidding strength, and Second Hand has a bust, Fourth Hand by bidding may present a game to the opponents.

The chances are that with average strength in Fourth Hand there is similar strength in each of

the other hands, and that no player has a *bona fide* bid. Should Fourth Hand diagnose this to be the situation, it is wiser for him to pass. Struggling for a doubtful odd trick is not worth while unless (with an advance score) that trick will win the game. From a love score when the only question is whether one odd can be scored, the player who attempts to make it is really playing against odds of at least five to one. Each odd trick will produce but 10 and there is a penalty of 50 for each under-trick.

The most difficult position for Fourth Hand comes when his hand indicates that if he bid there is a remote (but only a remote) possibility of game, but a real probability of making a good score. In such case whether to bid, or not to bid, is a question depending upon whether the opening of the bidding might let in a belated adverse suit bid which would go game. It requires some self-restraint to give up promising cards, but the Auction table produces no greater boomerang than the Fourth Hand original bid which results in an adverse game. The adverse game, after an original Fourth Hand bid, is generally made when one of the adversaries bids secondarily a long-weak Major suit and finds support in his partner's hand.

Strength in *both* Majors, therefore, will often justify a Fourth Hand bid, when if the same strength were in the Minors a pass would be in order.

It is not wise to lay down any hard and fast rules for an original Fourth Hand bid. The player sitting in that responsible position and holding a doubtful hand, should consider whether an opponent or partner is more apt to have passed a strong hand. But after all the real test is: has the Fourth Hand such strength that, with the aid he may expect from a passing partner, he has a reasonable chance of game? If so (and of course the score is an important factor in determining this) he should bid; if not, a pass is unquestionably both conservative and sound.

X

DOUBLES

Before taking up the subject of Later Bids (*i. e.*, any bid made after an Original Bid), the subject of doubling should be thoroughly covered. An Informatory Double, since it calls for a bid from partner, has the same effect on the Declaration as a bid. It would be absurd to discuss so complicated a subject as the Informatory Double, without first explaining its manifold ramifications, its recent developments, and the line of demarkation which distinguishes it from the Business Double. This chapter is, therefore, devoted to doubles of both kinds.

For many years after Auction was first brought to this country, the bid of an opponent was not doubled unless the doubler expected to defeat the contract and desired a double penalty. The double made to obtain a double penalty is still as important a factor in the game as ever and is now called the Business Double to distinguish it from another double, known as the Informatory Double, which in 1911 was added to the vocabulary of the declaration.

The Business Double can rarely be used advantageously at an early period of the bidding because doubling a low bid with the expectation of obtaining a large penalty is generally futile To defeat severely a small sized contract is rarely possible; and, when the opportunity does arise, a double known to be a Business Double would warn the opponents of their danger and they would usually be able to rescue themselves with some safer bid. In the very exceptional case in which the double would stand and yield a penalty, the return derived from it would not be apt to be as satisfactory as the result of a game-going bid made by the doubler or his partner. Consequently, when but one type of double was known, the privilege of doubling an early declaration was rarely, if ever, utilized.

Since 1915, American players have been using for the purpose of giving information those doubles whose value for business purposes had been found to be negligible. The respective objects of the two classes of doubles may be explained as follows:

Business. These are made with the expectation of defeating the adversary and for the purpose of increasing the score of the doubler; the intention

and desire of the doubler being that his double be allowed to stand.

Informatory. These are made for the purpose of conveying information to the partner who is expected to overbid, unless his hand be so strong that he feels justified in allowing the double to stand with the expectation of securing a large penalty.

The Informatory Double of a No Trump announces that the doubler also has a No Trump; and, as it requires more strength to justify a No Trump *double* than the minimum necessary for a No Trump *bid*, the double indicates that the hand of the doubler is probably stronger than that of the bidder.

The Informatory Double of a suit-bid announces strength in the other three suits, but probably none in the suit that is doubled.

As Informatory and Business Doubles are made with totally different expectations (the one practically demanding that the partner bid, the other earnestly requesting him not to do so) it is of the most vital importance that they be distinguishable, so that the partner may never have the least doubt concerning the intent of the doubler. When playing with a partner who might misinterpret the

meaning of a double, it is much wiser not to risk making it. No greater catastrophe can happen to a sound bidder than to have an ignorant partner pass when a bid is expected; or to have him interpose a silly raise, destined for sure defeat, when the double would severely penalize the adversaries.

How to Distinguish Between Informatory and Business Doubles

(1) Doubles of bids of one of a suit are, without exception, *Informatory*.

(2) Doubles of bids of one No Trump, or of Two or Three of a suit, are *Informatory*, unless:

(*a*) The partner of the doubler has previously bid or doubled;

or

(*b*) The doubler has previously had a chance to double and has not done so.

(3) Doubles of bids of two or more No Trumps are *Business*.

(4) Doubles of bids of four or more of a suit are *Business*.

(5) Doubles of bids of one No Trump, made after the partner of the doubler has bid or doubled, are *Business*.

(6) Doubles of two or three of a suit, made after

the partner of the doubler has bid or doubled, are *Business.*

(7) Any double made after its maker has declined a previous opportunity to double, is *Business.*

The table which follows shows the meanings of the various doubles.

TABLE SHOWING CHARACTER OF DOUBLE

Size of the Bid That is Doubled	Previous Action by Partner of Doubler	The Double is
One of a suit	Immaterial	Informatory.
One No Trump	Has bid or doubled	Business.
Two or three of a suit	Has not bid or doubled	Informatory.[1]
Two or more No Trump Four or more of a suit	Immaterial	Business.

WHY CERTAIN DOUBLES ARE CLASSED AS BUSINESS AND OTHERS AS INFORMATORY

The dividing line between the two classes of doubles is drawn so that every double is placed where its greatest usefulness will lie in the vast majority of cases.

When the Informatory Double was first used it was limited to *original bids of one;* but it was soon found that the requirement that the bid be *original* might better be eliminated. It was found to be

[1] The only exception would be the very unusual case, in which the doubler had declined a previous opportunity to double.

just as important that a Fourth Hand should be able to double informatively after a bid of one Club by Dealer, a pass by Second Hand and a bid of two Clubs by Third Hand, as it was for him (or for Second Hand) to double informatively a bid of two Clubs by the Dealer. Therefore, the earlier theory that a double can only be informatory when it doubles an original bid of one, has been supplanted by the following tests:

(1) Is the size of the bid in excess of the Informatory limitation?

(2) Has the doubler passed a previous opportunity to double?

(3) Has the partner of the doubler previously bid or doubled?[1]

When the answer to either of these questions is yes, the double is Business.

THE INFORMATORY LIMITATION

It is obvious that there must be some limit to the size of a bid which may be doubled for information. If the provision were that a double of *any original* bid must be taken out, an original bidder could bid as high as he pleased without

[1] Except (question 3) in the case of the double of *one of a suit* made after partner has bid one of a lower-valued suit.

danger of being doubled for business purposes. It would be equally absurd to determine that a double of one of a suit should be Business; every player who has had any experience realizes that the situation rarely arises in which the double of one of a suit for business reasons is either advisable or successful.

When it was proposed that bids of two be included in the informatory category, many objected because they imagined that they would miss the lost opportunities to double two of a suit for business reasons. A few years of experience proved that more than fifty cases arise in which a player desires to double a bid of two of a suit informatively, to one in which he has a sound Business Double; but that when two No Trumps is bid, there are more profitable opportunities for Business than for successful Informatory Doubles. Following this determination of the question, for several years one No Trump and two of a suit were considered to be the Informatory limitation; but later examination of the possibilities of the Informatory Double has demonstrated that it is advisable to increase the limit from two to three of a suit, provided the bidding and playing are of a high order.

On first thought it might seem that a player would more frequently wish to double an adverse bid of three for business purposes than (by an Informatory Double) force his partner to bid three or four. The apparent situation is not, however, the real one and analysis shows that sound bidders desire to double adverse suit bids of three more often for Information than they do for Business. Moreover, an Informatory Double of a suit-bid of three is generally a game-producing declaration and therefore its average value is greater than that of a Business Double.

In expert circles, three of a suit is now generally included in the list of Informatory doubles. This is only wise, however, when the doubler fully understands the conservatism (explained later) which is inseparable from the successful use of any sort of Informatory Double; and also when the partner of the doubler can be depended upon to avail himself of every opportunity the play affords.

The question of whether the partner of the doubler has previously bid or doubled is often the factor which determines the character of the double. This is because, when a player has bid or doubled, he has shown where his strength lies and only in the exceptional case can any advantage

be gained by asking him to bid again. A double made after the partner of the doubler has bid or doubled is therefore classed as Business; for it is evident that, when a player doubles under such conditions, he believes he has strength which, plus his partner's strength, will severely defeat the adverse bid.

The following examples will illustrate these situations.

EXAMPLE 1

DEALER	SECOND HAND	THIRD HAND	FOURTH HAND
1 Heart	Double	Pass	2 Diamonds
2 Hearts	Double		

EXAMPLE 2

1 Heart	Double	2 Hearts	Pass
Pass	Double		

In the first example the second double is Business, because the partner *has bid:* in the second example it is Informatory, because partner *has not bid.* Second Hand, in the second example, by his second double insists upon a bid from Fourth Hand in spite of that player's previous pass. A *second* double, made after partner has declined to bid in response to a *first,* announces unusual strength (but not in the doubled suit.)

Were it not for two exceptions which have already been noted, the doubling rule could be simply stated thus: Doubles are always Business when made of two No Trumps or of four or more of a suit; they are also Business when made of any smaller bid after the partner of the doubler has bid or doubled. As these exceptions, though rare are important, they will be illustrated by examples.

Example of First Exception

Dealer	Second Hand	Third Hand	Fourth Hand
1 Club	1 Diamond	Double	

It rarely pays to double a suit-bid of one for Business. So, even after a bid by the partner, the double of a bid of *one of a suit* is considered to be Informatory. Such a double shows a hand containing the two suits which have not been bid (in above example the two Majors) and directs the partner to bid whichever he prefers.

Example of Second Exception

Dealer	Second Hand	Third Hand	Fourth Hand
1 Heart	Pass	2 Hearts	Pass
Pass	Double		

Second Hand by passing (Round 1) shows that he does not wish to double one Heart for Information. As it is impossible that a player unwilling to double *one* Heart informatorily would wish to double *two* for that reason, the second double must be Business. Hence the second exception: when a player has declined an opportunity to double, any double he subsequently makes is a Business Double.

DOUBLES OF ONE NO TRUMP

Informatory and Business Doubles of one No Trump are of frequent occurrence; following are a few examples of both doubles.

Examples of Informatory Doubles of One No Trump

Example	Dealer	Second Hand	Third Hand	Fourth Hand
No. 1.	1 No Trump.	Double		
No. 2.	1 No Trump.	Pass.	Pass.	Double
No. 3.	1 Diamond.	Pass.	1 No Trump.	Double
No. 4.	1 Heart. / Double.	1 No Trump.	Pass.	Pass
No. 5.	1 Spade. / Double.	Pass.	Pass.	1 No Trump
No. 6.	1 Heart. / Double.	1 Spade.	Pass.	1 No Trump
No. 7.	1 Spade. / Pass.	Double. / Double.	1 No Trump.	Pass

Examples of Business Doubles of One No Trump[1]

Example	Dealer	Second Hand	Third Hand	Fourth Hand
No. 8.	1 Heart	1 No Trump	Double	
No. 9.	1 Diamond. Double	1 Heart	1 Spade	1 No Trump
No. 10.	1 Heart	Double	1 No Trump	Double

It will be noted that in every case the principles above set forth are followed and produce a logical result. When the partner of the doubler has bid or doubled the double is Business, otherwise Informatory. *The fact that the doubler has previously bid, has no significance in determining the character of the double.*

When a bidder opens with one No Trump, and an opponent has a No Trumper also, an interesting situation arises. If the opponent pass, the one No Trump is practically sure to stand and, should the balance of the strength be in the hand of the other opponent, they may get a paltry 50 or 100 but lose an opportunity to win the game. If he bid two No Trumps and his partner have a bust, he is apt to be severely penalized.

By a double, however, he may tell his partner,

[1] Any double of a No Trump bid of more than one is Business, regardless of all other considerations.

"I have a hand with which I would have bid No Trump had an opponent not done so first. I wish you to take me out by bidding two No Trumps or two of a long suit, as you may prefer, unless you are so strong that you are satisfied that, by allowing the double to stand, we shall secure a penalty worth more than the game."

Unless the hand contain eight sure tricks, the double is far safer than bidding two No Trumps, and it possesses every advantage of the two No Trump bid because it is always possible to shift to that declaration later.

A player with less than eight tricks should not bid two No Trumps over one No Trump. His partner cannot rescue, and he may go down as many hundred as his hand falls short of eight tricks. *It is a bid which may lose but which cannot gain.* The double is different; the partner, even with a bust, generally has a suit which, as the trump, is worth one or two tricks. These, plus the five or more tricks in the doubling hand, makes it improbable that the forced bid of two will be expensive.

The Informatory Double is so fascinating, and at times works so well, that many players are unable to resist the temptation to grossly abuse it by doubling when the holding does not justify

the double. A player with a hand containing only two or three tricks, doubles, finds his partner with a bust, and is surprised by an Ace or King on his left that he expected on his right. As a result he loses heavily and blames the system.

Amount of Strength Necessary for an Informatory Double of One No Trump

It makes a great difference whether the doubler sits over the bidder or the bidder has that advantage over the doubler. When the doubler has the advantage of position (*e. g.*, a double of Dealer's bid by Second Hand), the minimum strength which justifies the double of one No Trump is five high cards (Aces, Kings or Queens), divided among at least three suits. When the advantage of position is against the doubler (*e. g.*, a double of Dealer's bid by Fourth Hand) one more high card is required to make the double sound. It will be noted that a Jack is not considered sufficiently powerful to be reckoned as a "high card", in computing the doubling strength of the hand. As a rule it should not be, but an exception should be made when the other cards are all sure winners and the indications are that the Jack will take a trick. Such a holding for example as—

Spades	Ace-X-X-X;
Hearts	Ace-X-X;
Diamonds	Ace-Queen-Jack;
Clubs	X-X-X.

Another holding with which a Jack should be reckoned as a high-card follows—

Spades	Ace-X-X-X;
Hearts	King-Queen-X-X;
Diamonds	X-X;
Clubs	Ace-Jack-Ten.

The only instance in which a departure from the five high-card minimum is warranted, is that of Second Hand, with Major strength, doubling Dealer; he has the advantage of position and has a partner who has not passed.

In this situation, Second Hand is justified in doubling with four high cards (at least three of which are Aces or Kings) when *he has length and strength in both major suits.*

The double of a No Trump is made mainly with the hope that the doubler and his partner may, between them, have a game hand with some suit the trump. A game in a Minor suit (eleven tricks) made against an adverse No Trump, is rather more than even the most sanguine has the right to expect; so the usual hope of the doubler

is that he and his partner may have hands which fit for a Major suit.

In order that no possible game-going opportunity may be neglected, a double with four high cards is considered permissible with *two* long (*i. e.*, 4-card) Majors, each headed by either the Ace or by the King and another honor.[1]

It is impossible to be over emphatic in stating the vital importance of having the Informatory Double always 100 per cent sound: it is essential that the partner, when making his forced bid, should have absolute confidence that he has opposite to him the number of high cards that the double guarantees. To double with less than conventional strength is as foolish as playing with dynamite; an unfortunate result is as probable in one case as in the other.

The illustrative examples which follow are supposed to be held by a player who, with an expert partner, contemplates doubling informatively a bid of one No Trump.

	Holding	Declaration
Spades	X-X.....	Only four high cards; both Majors short, one worthless. Should pass.
Hearts	King-X-X.....	
Diamonds	Ace-Queen-X-X.....	
Clubs	Ace-X-X-X.....	

[1] Players are reminded that doubling a No Trump with only four high cards is a dangerous expedient; it is a declaration which should only be made with an expert partner, and in the exact position and with the strength above specified.

	Holding	Declaration
Spades	Ace-X	Only four high cards; both Majors short; should pass.
Hearts	King-Queen-X	
Diamonds	Ace-X-X-X	
Clubs	X-X-X-X	
Spades	King-Queen-X-X	Two long-strong Majors with four high cards; should double if Second Hand; otherwise pass.
Hearts	Ace-X-X-X	
Diamonds	X-X-X	
Clubs	Ace-X	
Spades	Ace-X-X	Five high cards, should double if over bidder; should pass if bidder be on the left.
Hearts	Queen-X-X	
Diamonds	Ace-King-X	
Clubs	King-X-X-X	
Spades	Ace-Queen-Jack	Should double if over bidder; should pass if bidder be on the left.
Hearts	Ace-X-X-X	
Diamonds	King-X-X	
Clubs	X-X-X	
Spades	King-Queen-X	Should double if over bidder; should pass if bidder be on left.
Hearts	Ace-X-X	
Diamonds	King-Queen-X	
Clubs	X-X-X-X	
Spades	Ace-King-X-X	Should double in any position.
Hearts	King-Queen-X-X	
Diamonds	Ace-Queen	
Clubs	X-X-X	
Spades	X-X	Should double in any position; if partner bid two Spades, should bid two No Trump.
Hearts	Ace-Queen-Jack	
Diamonds	King-Queen-Jack-X	
Clubs	Ace-Jack-Ten-X	
Spades	Ace-X-X-X	Should double in any position; if partner bid two Clubs, should bid two Diamonds.
Hearts	King-Queen-X-X	
Diamonds	King-Queen-Jack-Ten-X	
Clubs	None	

	Holding	Declaratoin
Spades	King-Queen-Jack-X-X....	Should double in any position; if partner bid a Minor, should bid Spades.
Hearts	Ace-Queen-Jack-X.....	
Diamonds	X.....	
Clubs	Ace-X-X.....	
Spades	Ace-Jack-Ten-X.....	Should double in any position; if partner bid two Clubs, should bid two Hearts.
Hearts	Ace-Queen-Ten-X-X.....	
Diamonds	King-Jack-X-X.....	
Clubs	None.....	
Spades	Ace-Jack-Ten-X-X.....	Should double in any position; if partner bid a Minor, should bid two Spades.
Hearts	Ace-Queen-Ten-X.....	
Diamonds	King-X.....	
Clubs	King-X.....	

Declarations which Follow an Informatory Double of One No Trump

While considering Informatory Doubles, it seems advisable to cover the entire subject and therefore to refer to declarations which are apt to follow a double of a bid of one No Trump. In order that each player may be accurately designated, it will be assumed that in every case Dealer bids an Initial No Trump and that Second Hand doubles.

Third Hand Bids After a Double of Dealer's One No Trump

After Dealer's No Trump has been doubled, Third Hand is not forced to bid. With weakness and no long suit there is nothing he can do but pass; with strength he may—

(*a*) Bid two No Trumps.
(*b*) Redouble.
(*c*) Bid two of a suit.
(*d*) Bid more than two of a suit.
(*e*) Pass.

It is well for players, who are considering bids after the double of one No Trump, to realize that there are not enough high cards in the pack to produce four strong hands. When Dealer is strong enough to bid No Trump and Second Hand has sufficient high cards to warrant a conventional double, what is left may best be termed a "balance of strength." When the balance of strength is divided, between Third and Fourth Hands, a close battle is imminent; but when it is all in one hand, the result may be more like a massacre.

The Third Hand with the balance of strength, that is with three or four high cards, can be sure that he and Dealer have the master position and that he has the choice between two attractive declarations; *viz.*

(1) Two No Trumps, from which a game is practically assured.

(2) A redouble, from which a sizable penalty is most probable.

Which selection should be made is at times a

close question. There is, however, a recognized principle which may be followd when in doubt. It is that a player who is uncertain whether to try for game or a penalty, should select the game during the third game of the rubber (*i. e.*, when playing the rubber game); the penalty, during the first or second game. This is because the rubber game is worth twice as much as either of its predecessors. (For explanation of game values, see page 244.)

The advantage of the two No Trump bid[1] is that it will, in practically every hand, terminate the bidding and, with the strength of the Third Hand *over* the doubler, may be counted upon to produce game.

The advantage of the redouble is that it enlightens Dealer in the same manner that Second Hand's double enlightens Fourth Hand. It is essentially a second Informatory Double, suggesting that a big penalty may be within reach. Of course, it is not expected that the adversaries will be so foolish as to permit this redouble to stand; but their take-out, while it may not be in a suit which Third Hand dares to double for Business, may be one which Dealer can double for that purpose, if encouraged by the message of the redouble;

[1] If both No Trump bids have been made with conventional strength.

although without the redouble he would not have dared to do so. The redouble alters the character of a subsequent double by Dealer; for example—

	Dealer	Second Hand	Third Hand	Fourth Hand
1st Round	1 No Trump	Double	?	2 Clubs
2d Round	Double			

Dealer's double on the Second Round of the bidding would be Informatory if it followed a pass by Third Hand, but would be Business if it followed a redouble.

The following deal will illustrate this situation:

	Dealer	Second Hand	Third Hand	Fourth Hand
Spades	A-K-5;	Q-J-10-6;	8-7-2;	9-4-3;
Hearts	A-Q-J;	8-5-4;	10-9-7;	K-6-3-2;
Diamonds	9-6-5;	K-Q-2;	A-J-10-7;	8-4-3;
Clubs	9-8-7-3.	A-Q-10.	K-J-4.	6-5-2.

It will be noticed that Dealer has a Class B No Trumper (two short powerful suits); that Second Hand has a holding which justifies a double (five Aces, Kings and Queens); and that Third Hand has the balance of strength. It will also be noticed that Third Hand's strength is entirely in the Minors, making a game with a suit declaration most improbable; so that his choice is between a bid of two No Trumps and a

redouble. In this case the bid of two No Trumps should produce at least game, probably four odd tricks; a redouble should produce a penalty of 400. The Third Hand's holding, at the time of the redouble, does not ensure so great a penalty, but it indicates a "killing" if the take out be a suit which Dealer, informed by the redouble, is strong enough to double.

Third Hand should bid two of a suit over Dealer's doubled No Trump with—

(*a*) A strong 4-card Major with some little side help.

(*b*) A strong 5-card Major without side strength.

(*c*) A weak 5-card Minor, without side help.

(*d*) A 5-card Minor bust.

The following are examples of the (*a*) type of hand:

Spades	Ace-Jack-Ten-X;
Hearts	King-Ten-X-X;
Diamonds	X-X;
Clubs	X-X-X.

Spades	Ace-X-X;
Hearts	King-Jack-Ten-X;
Diamonds	X-X-X-X;
Clubs	X-X.

Neither of these hands is quite strong enough for

a redouble, and each is a shade under the strength required for an initial bid; but with Dealer's No Trump there may be a "Major-game" in the combined hands. With any 4-card suit-bid "delays are dangerous;" the bid will doubtless be passed by both adversaries and will probably produce a better result than any other unless Dealer, short of the Major, should consider two No Trump to be wiser, in which case he can easily return to his first declaration.

The (*b*) type of hand offers about the same strength for the Major, possibly a little less for a No Trump. For example:

Spades	Ace-Queen-Ten-X-X;
Hearts	X-X-X;
Diamonds	X-X-X;
Clubs	X-X;

is the type of hand that should be bid at once, if at all. With hands of this character which, even with a doubling hand on the right, may be game opposite a No Trump, it is conventional to bid two of the Major over the double.

When Third Hand's holding is the (*c*) or (*d*) type, that is a weak 5-card Minor, even when it is so weak that it is a virtual 5-card Minor bust, a Rescue is advisable on the first or second game of

the rubber. As two of a Minor is not bid in this situation with strength, the weakness bid can be easily recognized by the Dealer as a Rescue.

The Rescue of a doubled No Trump was formerly made with a Major exactly as it is now with a Minor. The bidding of strong 4-card Majors is now, however, recognized as being more important, and it is not advisable that the same bid should mean both weakness and strength. A Rescue of a doubled No Trump is, therefore, no longer made with a weak 5-card Major.

The reason that the Rescue is much more advisable on the first or second game of the rubber than it is on the third, is that the Fourth Hand is almost sure to take out the double on the rubber-game; but, with strength, he is liable to pass during the first or second game and leave Dealer, who probably has no suit as long as five cards, in the embarrassing position of having a losing doubled contract on his hands, with no take-out available.

Third Hand should pre-empt by bidding more than two when holding a 5-card Major which contains four honors, a strong Major which contains more than five cards, or a Minor which promises game.

With any holding other than those just described, Third Hand should pass. He should pass even with a moderately strong 5-card Minor, without a trick on the side.

Fourth Hand Bids After a Double of One No Trump

When Dealer has bid one No Trump, Second Hand doubled and Third Hand passed; Fourth Hand, *if strong*, may—

(*a*) Pass.

(*b*) Bid two No Trumps.

(*c*) Bid two or more of a suit.

But *when weak*, Fourth Hand must take out the double by bidding two of a suit. *The greater the weakness, the more essential the take-out.*

When Fourth Hand Is Strong

Fourth Hand should remember that, while the doubler is entirely responsible for the result of the bid he forces his partner to make, the responsibility shifts to Fourth Hand should he fail to comply with his partner's call for a bid. Fourth Hand by a pass (now known as the Business Pass) announces that the penalty to be obtained will, in his opinion, be worth more than can be produced by a bid. Failure to defeat seriously the

doubled contract, if Fourth Hand let it stand, rests solely upon his shoulders.

It is evident that a pass by Fourth Hand is warranted only by great strength. The situation can probably be best illustrated by an example:

	Dealer	Second Hand	Third Hand	Fourth Hand
Spades	A-J-6;	K-Q-4-2;	8-7-5;	10-9-3;
Hearts	A-J-5;	K-Q-10-8;	7-6-3-2;	9-4;
Diamonds	9-8-6-2;	A-10-4;	5-3;	K-Q-J-7;
Clubs	A-7-4.	9-5.	10-8-6-3.	K-Q-J-2.

Dealer bids No Trump; Second Hand doubles; Third Hand passes; and Fourth Hand, with such great Minor strength, would be wasting a valuable opportunity should he bid two Diamonds. He is in a similar position to that of the Third Hand, shown on page 131. A No Trump has been doubled and he has the balance of strength. Just as was the case before, he may bid either for game or a penalty. With the above hand, if he bid two No Trumps he will make 4-odd (game), if he pass he will score a 400 penalty. His choice, just as before, should be determined by the status of the rubber. On the first or second game a Business Pass should be made; on the third game, a bid of two No Trumps.

Fourth Hand may safely either pass a doubled

No Trump or bid two No Trumps with a holding which seems good for four tricks. It is especially advantageous for a Fourth Hand, who is making a Business Pass,[1] to have Minor strength as the doubler probably has Major strength.

When Fourth Hand has a holding not quite so strong; say, for example, one honor in each suit, and the only long suit a 4-card Minor headed by a single honor, the hand is too weak for a Business Pass and too strong for a Minor bid; two No Trumps is the best declaration if the partner be a sound doubler.

Fourth Hand with a 6-card or 7-card Major, or with a hand which promises game in a Minor, should bid three of the suit.

Of course, after a doubled No Trump, it is unusual for Fourth Hand to have as much strength as that discussed above; but on the rare occasion that such a holding appears, the bidding scheme outlined enables him to make the most of his good fortune.

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[1] A Business Pass is treated as a strength showing, fully equal to a double or a bid. If, therefore, the bidding be—

Dealer	Second Hand	Third Hand	Fourth Hand
1 No Trump	Double	Pass	Pass
2 Diamonds	Double		

—the second double would be Business.

When Fourth Hand Has a Normal or Weak Holding

The above head covers the vast majority of Fourth Hand holdings. Fourth Hand's duty after a double is generally simple; *viz.*, to bid two of his longest suit; with two suits of equal length, to bid the stronger. The main exeeption to this is when one of the two suits of equal length is a Major, the other a Minor; in that case the Major should be bid, even when the Minor is distinctly stronger.

It is very important that Fourth Hand in response to a double should show length (even four cards) in a Major, whenever he is able to do so. The modern system of informatory doubling is constructed so as to enable the doubler and his partner to play a Major in every case in which it fits. Fourth Hand should, therefore, bid a 4-card Major in preference to a 4-card Minor, and generally should do so in preference to a 5-card Minor. A 5-card, or longer, Minor should be bid in preference to a 4-card Major when the composition of the two suits convinces the bidder that game is more probable with the Minor than with the Major.[1] At a love score, holdings with

[1] This is apt to happen when the bidder has a score toward game.

which Fourth Hand should select a Minor of any length in preference to a 4-card Major, are of rare occurrence.

Two Unsound Conventions

One scheme for answering a partner's double, which has a few advocates, is to bid Spades whenever the hand contains four, regardless of Heart length and strength or of Minor game-going possibilities. The advocates of this theory apparently forget that a game made with any other suit is just as valuable as a game made with Spades, that there are three other suits, and that with Hearts the trump, games are scored with just the same number of tricks as with Spades. To adopt this Spade system logically would mean that a double should never be made unless the doubler hold four strong Spades. This would eliminate many doubles that, if made unhampered by any such absurd convention, would be most successful.

The other unsound convention is that with a bust the answer to a partner's double should be two Clubs. Advocates of this convention follow it even when the bust contains a 4-card or 5-card Major. As the doubler should treat his partner's

two-bid of *any* suit as a forced weakness take-out meaning (unless the partner of the doubler make another bid) nothing except four cards in the suit, the Club convention is quite unnecessary; to adopt it would rob the Club bid of its one valuable meaning; *viz.*, that the Club is the best suit the bidder has and that he has not four cards in either Spades or Hearts.

How to Answer a Double

The following hands illustrate the way Fourth Hand should answer (Third Hand having passed) a double by Second Hand of Dealer's one No Trump:

	Holding of Partner of Doubler	Declaration Which Should Be Made by Partner of Doubler
Spades	Queen-X.....	First or second game,
Hearts	X-X-X.....	Pass.
Diamonds	King-Queen-Jack-X.....	Rubber game, bid two
Clubs	Ace-Queen-Jack-X.....	No Trumps.
Spades	Queen-X.....	First or second game,
Hearts	X-X-X.....	Pass.
Diamonds	X-X-X.....	Rubber game, bid two
Clubs	Ace-King-Queen-Jack-X...	No Trumps.
Spades	X-X.....	First or second game,
Hearts	X-X-X.....	Pass.
Diamonds	Ace-King-Queen-Jack.....	Rubber game, bid two
Clubs	King-Queen-X-X.....	No Trumps.

	Holding of Partner of Doubler	Declaration Which Should Be Made by Partner of Doubler
Spades	Queen-Jack	Bid two No Trumps, regardless of which game is being played. The hand is too strong merely to bid two Diamonds and too weak to risk a pass.
Hearts	King-X-X	
Diamonds	Ace-X-X-X	
Clubs	Jack-Ten-X-X	
Spades	X-X	Bid two Hearts.
Hearts	Jack-X-X-X	
Diamonds	X-X-X	
Clubs	Ace-Jack-X-X	
Spades	X-X-X-X	Bid two Spades.
Hearts	X-X-X	
Diamonds	King-Queen-X	
Clubs	King-Ten-X	
Spades	Ace-X-X	Bid two Hearts.
Hearts	Queen-X-X-X	
Diamonds	King-X-X-X-X	
Clubs	X	
Spades	X-X-X	Bid three Clubs.
Hearts	X-X	
Diamonds	X	
Clubs	King-Queen-Ten-X-X-X-X	
Spades	X-X-X-X	Bid two Clubs. If partner or either adversary should bid two Hearts, bid two Spades.
Hearts	X	
Diamonds	Ace-X	
Clubs	King-Queen-Jack-Ten-X-X	
Spades	X-X-X	Bid two Diamonds. "The greater the weakness, the more essential the take-out."
Hearts	X-X-X	
Diamonds	X-X-X-X	
Clubs	X-X-X	

How a Bid by Third Hand Affects Fourth Hand's Declaration

While an Informatory Double demands that the partner bid unless he have most unusual strength, and while such a bid is generally obligatory, an intervening bid made by Third Hand relieves the Fourth Hand of all responsibility. The intervening bid cancels the double and the obligation of the doubler's partner to answer it. Should Fourth Hand then overcall Third Hand, he is showing strength by a voluntary bid which is of exactly the same character as any bid made after a number of preceding bids.

When Third Hand redoubles, the doubler has a chance to take himself out and Fourth Hand is not obliged to bid. He need not hesitate about making what is known as the "Informatory Pass";[1] it cannot be misunderstood because it is impossible under such conditions that Fourth Hand, who surely has a holding little if any better than a bust, should wish the redouble to stand. It is obviously the situation in which the doubler, sandwiched between two strong hands, is in a desperate predicament. Fourth Hand's duty, however, is

[1] By comparison with "Business Pass" (see page 137) it will be noted that after a double a pass indicating strength is "Business", while one indicating weakness is "Informatory."

if possible to relieve his partner from his awkward situation. This can best be accomplished by a bid if Fourth Hand have either a 5-card suit, or a 4-card suit headed by two honors. Without either, Fourth Hand should make the Informatory Pass, announcing that he is unable to assist and thus forcing the doubler, who probably has a good 4-card suit, to bid it.

INFORMATORY DOUBLES OF SUIT-BIDS

When the Informatory Doubles were first introduced, the opportunity to double a No Trump was considered of greater value than the chance to double a suit-bid; it is now realized that the suit-double wins many more games than the No Trump double. The suit double gives the partner vital and accurate information. It announces weakness in the suit that has been doubled, and strength in the other three.

The Benefits of the Informatory Suit-Double Explained

When a Dealer bids a suit which Second Hand cannot stop,[1] it is most foolish for Second Hand to bid No Trump because, should he become Declarer, the suit originally bid will be led through

[1] A similar situation may arise with Second and Third Hand and with Third and Fourth Hand.

any high card or cards his Dummy may have in it, toward the original bidder and up to his own weakness. Led in this way, any strength that the Dummy may have in the suit is apt to be killed. If, however, Fourth Hand should become the Declarer, the first lead will be *up to* instead of *through* him. This may enable him to take a trick in the adverse suit which he could not win with the opening lead the other way, and the success or failure of the No Trump may depend upon this. If, therefore, either Second or Fourth Hand is to bid No Trump, there can be no question that it should be Fourth Hand. The double is apt to justify a Fourth Hand bid which, without the double, would have been out of the question. When Fourth Hand has the adverse suit stopped *but once*, and especially when the stopper is a thinly guarded King or Queen, it is generally much wiser for him to bid a suit (particularly when he has four cards of a Major) rather than No Trump. The original leader may not open the doubled suit and may be able to put his partner in to do so. If this happen, a supposedly stopped suit may prove absolutely defenceless.

After the Informatory Double of a suit-bid, a suit declaration is apt to work better than No

Trump if doubler's partner can not *twice* stop the suit that has been doubled. Very few No Trumpers produce game when made after an adverse suit-bid with only one stopper in the adverse suit. Consequently today very few No Trump bids follow suit-doubles. The partner of the doubler, instead of venturing No Trump, tries to find the suit that "fits."

An Informatory suit-double, just as is the case with an Informatory No Trump double, is so tempting that the tendency of the majority of players is to use it not wisely but too often and to double when the double is not warranted by the holding. The double guarantees material help for any bid the partner may make. One point in connection with this guaranty by a double is most important and yet is frequently overlooked. It is that the doubler has a minimum of three cards in each of the other three suits. The doubler, by his double, tells his partner that no matter which one of the three suits the partner bids, he will face a helpful Dummy; but should the Dummy contain only two trumps it would not fulfil the guaranty. Shortness of the doubler in the suit he is doubling is not in any way certified by the double. Of course the shorter he is in it, the more advan-

tageous the double, but even when void of it, the double should not be made without high-card strength in other suits. The partner, depending on the high-card guaranty of the double, may bid No Trump, or may subsequently double for Business; in either case, a double if made mainly because the doubler's hand has the ability to ruff one adverse suit, is sure to be most disastrous.

All authorities agree that high-card strength is a requisite to justify a double, but there is considerable diversity of opinion as to *the exact amount necessary.* Many different theories have been advanced and many complicated rules have been promulgated to determine when a hand has doubling strength.

Some writers insist that to settle the question properly it is necessary to figure out fractional values of "quick tricks"; others announce that "sure tricks," not "quick tricks" should be considered. The amateur may naturally desire to learn how it is possible to have only a fraction of a "sure trick." It is perfectly logical to say that King-X will win a trick half the time (when Ace is on the right) and not the other half (when Ace is on the left) and that King-X is therefore worth "half a trick." A "sure trick" is, however, a

very different article. It is a card which will surely take a trick; if it may not do so, it does not belong in the sure trick classification. Consequently a sure trick cannot be halved or quartered. That, however, does not matter. The average Auction player does not wish to bother with such complicated formulae, especially when he realizes that he will obtain more satisfactory results by following a very simple rule.

Suppose Dealer bids a Club and Second Hand holds such a combination as King-X-X-X or King-Jack-X of Hearts; he may not have a "sure" Heart trick, as the Club bid shows nothing as to the location of the Ace or Queen of Hearts; but if he have some strength in Spades and Diamonds, the presence or absence of high cards in Hearts will determine whether the double should or should not be made. So it will be seen that all the bidder has to do is to count his high cards; that to delve into intricate calculations as to when a sure trick is not a sure trick, and when it is only three-eighths of a sure trick, is merely taxing the brain unnecessarily.

In determining what should be the minimum high-card strength with which to double a suit-bid of one, it should be remembered that the num-

ber of high cards essential for a suit-bid is less than is required for a No Trump bid: so a suit-bidder's hand may be weaker than a No Trump bidder's. On the other hand, Aces (other than of the suit bid) are as apt to be on the left as on the right of the prospective doubler, which is not the case after a No Trump bid. This depreciates the value of unguarded Kings in the doubling hand.

Still, after all, the whole question is what high-card strength is sufficient to make it wise for a bidder to command his partner to bid his choice of three suits with the assurance that no matter which he selects his Dummy will be satisfactory. The answer, the soundness of which has been demonstrated by experience, is very simple.

Double, with the three undoubled suits stopped and a hand containing better than average high cards. Such a double tells the partner that he can bid any one of three suits and be sure of a Dummy containing better than average high cards; or in other words better than an Ace, a King, a Queen and a Jack; at least three trumps, and the trump-suit stopped. Any of the following are "better than average high cards."

One Ace, one King and two Queens;

One Ace, two Kings and one Jack;

One Ace, one King, one Queen and two Jacks.

It is distinctly preferable that both the Majors (if a Minor be doubled) or the other Major (if a Major be doubled) be 4-card suits headed by Ace or by two face cards. When one suit is very strong (Ace-King-Jack, for example) the others (provided they are stopped) may be correspondingly weaker and the double will still be justified.

The illustrations which follow are of Second Hand holdings which are too weak to justify a double. In each case Dealer is supposed to have bid one Club.

Second Hand Has—		Second Hand Should Not Double, Because—
Spades	Queen-X.....	Only two Spades and that suit is not stopped.
Hearts	King-X-X-X.....	
Diamonds	Ace-Queen-Ten.....	
Clubs	X-X-X-X.....	
Spades	Ace-X-X.....	Hand close to doubling strength but is exactly average, so it is a little too weak. Neither Major has four cards.
Hearts	King-X-X.....	
Diamonds	Queen-Jack-X-X....	
Clubs	X-X-X.....	
Spades	Ace-Jack-X.....	Only two instead of three suits are stopped.
Hearts	X-X-X.....	
Diamonds	King-Queen-Jack....	
Clubs	X-X-X-X.....	
Spades	Jack-X-X.....	Only two instead of three suits are stopped.
Hearts	Ace-King-X.....	
Diamonds	King-Queen-X-X...	
Clubs	X-X-X.....	

Second Hand Has—		Second Hand Should Not Double, Because—
Spades	Queen-X-X.....	Majors both weak, both short and neither *safely* stopped. It sometimes pays to take the risk with one Queen-X-X; but to risk two (and both Majors) would be foolhardy.
Hearts	Queen-X-X.....	
Diamonds	Ace-King-X.....	
Clubs	X-X-X-X.....	

Spades	Ace-X.....	Only two Spades.
Hearts	Queen-X-X-X.....	
Diamonds	King-Queen-Jack...	
Clubs	X-X-X-X.....	

It will be noticed that in one or two of the above hands, a pass has been advised because of short Spades and the consequent trouble which might rise should (as is probable) the partner bid Spades. It may pay to "take a chance" with a hand in which, if either Major be bid, it will surely fit; or in which, if the weak suit be bid, an overbid with a Major is possible. For example:

Second Hand Has—		Second Hand Should Double, Because—
Spades	Ace-Jack-X-X.....	The Diamond suit has but two cards and is not stopped; but the two strong 4-card Majors, which may fit, make taking a chance a good gamble.
Hearts	King-Queen-X-X...	
Diamonds	Queen-Jack.....	
Clubs	X-X-X.....	

Second Hand Has—		Second Hand Should Double, Because—
Spades	King-Queen-Ten-X..	A good double because a Spade answer would be most satisfactory, while a Diamond answer can be overbid with two Hearts.
Hearts	Ace-King-Queen-X..	
Diamonds	X-X.....	
Clubs	X-X-X.....	

In neither of the above hands is the double within the definition, because the Diamonds are short and unstopped; but as is explained above, it is quite possible that in either case the double may produce a most satisfactory result. With either holding a departure from the rule is justified. A hand which fully meets the requirements of the definition (one Club having been bid) follows:

Spades	Ace-X-X-X;
Hearts	King-Jack-X-X;
Diamonds	Ace-Jack-X;
Clubs	X-X.

This hand has greater than average strength, three cards and a stopper in each of the three undoubled suits; the two Majors are both 4-card suits (one headed by Ace, one by two face cards).

Just as is the case with a double of a No Trump, the fact that the doubler has previously bid, has no significance in determining the character of the double. A Dealer who held—

Spades	Ace-King-Jack-8-3;
Hearts	King-Queen-Ten-9;
Diamonds	Ace-Jack-9-5·
Clubs	None;—

would properly bid one Spade; if an opponent then bid two Clubs, a double would be much wiser than two Spades because if the partner, with one or two small Spades or none, have length in Hearts or Diamonds, or if he have four strong Hearts or Diamonds, there is apt to be a game in the partner's suit but not in Spades. The partner, after the double, can readily determine whether to bid his own suit or two Spades.

Camouflage Doubles

It has been explained that the standard Informatory Double of a suit-bid announces both weakness and strength: that is—

(*a*) Weakness in the suit that has been bid;

(*b*) Strength in the other three suits.

There are two types of camouflage doubles; one of them violates the strength convention, the other the weakness convention. Both are justified because the temporarily deceived partner can be undeceived before any damage has been done and the double may prove exceptionally valuable.

The camouflage double which violates the weak-

ness convention is made with one or more winning cards in the suit doubled; but without strength in one of the three suits in which strength is announced by the double: in other words, a hand which is up to the strength standard of the double because it has three stopped suits; but whose weakness is not in the place announced. It is a hand with which most players would bid No Trump rather than double. With two strong 4-card Majors and one weak Minor, this double is an exceptionally sound bid because, if the partner have four cards in either Major, bidding that Major is apt to produce a much better result than No Trump. Should the partner bid the weak Minor, the doubler can then bid the No Trump more safely than on the first round, when he did not know that his partner had length and possibly strength in the weak Minor. The No Trump enlightens the partner as to the character of double that has been made.

The following deal shows how this form of camouflage double may produce satisfactory results.

	Dealer	Second Hand	Third Hand	Fourth Hand
Spades	Q-6-2;	A-K-J-5;	7-4-3;	10-9-8;
Hearts	4-3-2;	A-J-9-6;	7-5;	K-Q-10-8;
Diamonds	J-10;	9;	A-K-Q-8-5-3;	7-6-4-2;
Clubs	A-K-8-3-2.	Q-J-9-7.	5-4.	10-6.

The Dealer will of course open the bidding with one Club; Second Hand with the Club suit *stopped twice* and with two strong suits has ample strength to justify a No Trump, but as he cannot stop the Diamonds and as he is anxious to have his partner bid a Major, he should double. If the double fail to produce a Major-bid and the take-out should be a Diamond, Second Hand should then bid No Trump.[1] As the cards lie, the double produces a Heart-bid from partner and the resultant game. The No Trump would go down two,[2] an enormous difference, for which the double is entirely responsible.

The camouflage double which violates the strength convention is one made with two strong suits, the hand being without stoppers in the suit doubled and in one other. To make up for this, the doubler's hand must have great strength in both of its two strong suits. This double is made with the hope that the partner will bid one of the two strong suits (thus selecting between them), but with the firm intention of bidding the stronger if

[1] The Spade is a tempting bid, but it is not as apt to produce game as No Trump unless partner has four Spades. When a double is answered by a Minor-bid, that bid denies Major length.

[2] If Second Hand bid No Trump, Third Hand should pass and lead Diamonds. Six Diamonds and two Clubs should be made before Declarer takes a trick.

partner name the weak suit. This double is most apt to be advantageous when both strong suits are Majors; to make it, the two strong suits may both be of the same length or one may be a card longer than the other. It would be advisable, a Club having been bid, with such hands as—

Spades	Ace-King-X-X-X;
Hearts	Ace-Queen-Jack-X-X;
Diamonds	X-X;
Clubs	X; or

Spades	Ace-King-Jack-X;
Hearts	Ace-Queen-Jack-X-X;
Diamonds	X-X-X;
Clubs	X.

In a certain small percentage of the cases in which this double is made, the partner will bid one of the strong suits, thus quickly and effectively showing his preference; in every case he gets earlier and surer information than by any other method.

When the partner bids the weak suit, the doubler takes out the bid with the stronger of his two strong suits; when they are nearly the same strength, he picks the lower in value.[1] A double

[1] In order that if the partner prefer the other he may bid it without increasing the contract.

of an adverse suit and a take-out of the partner's responding suit-bid (by bidding another suit) shows a two-suit double. The partner can then safely bid the remaining suit, if he prefer it to the suit named by the doubler. This double should only be made with a partner who understands the system. When the partner is a player who will insist upon his suit after doubler's denial of it, this kind of double should not be made.

The two-suit double has a marked advantage over any other way of showing a two-suit holding. In the first example given above, should Second Hand bid one Spade over Dealer's Club, intending to bid Hearts on the next round so as to direct his partner to indicate a preference, the scheme might fail as there might be no other bid. The Spade bid might stand and yet the partner might greatly prefer Hearts. With the double, this misfortune would be impossible. In the second example; Second Hand, if he did not double, would surely bid his 5-card Major; but the partner might have four cards of the 4-card Major and with that suit the trump the result might be far more satisfactory. When the bid becomes the final declaration it may not be satisfactory; the bid may go wrong; the double works out the best possible result every time.

THE MAIN DIFFERENCE BETWEEN NO TRUMP AND SUIT DOUBLES

A No Trump bid of more than one cannot be doubled for other than Business reasons but a suit-bid of two or three may be doubled for Informatory purposes.

There are some players who still refuse to double a suit-bid of more than one informatorily, saying they wish all their doubles of two to stand. If one of these players were asked when (his partner not having bid) he had last doubled a suit-bid of two for Business, he would probably hesitate and answer, "I can't remember." As a matter of fact such doubles are extremely unusual. The player who is antiquated enough to prefer the double of a suit-bid of two for Business, is far behind the times; he is much like the voter who still casts his ballot for "Andy Jackson".

As was stated on page 119, the player who refuses to double a suit-bid of two for Information loses more than fifty chances for every chance he gets for a Business Double. With doubles of suit-bids of three, the odds in favor of the Informatory Double are not nearly so great; and as a matter of fact, until very recently most players have believed that the Business Double could be used

the more frequently. Now it is generally recognized in expert circles that the user of the Informatory Double of a suit-bid of three gets more doubles, and also doubles more profitably, than the player who keeps this double for Business.

An occasional player is still to be found whose platform is "When I double two or three, take your choice; I am willing you should treat my double as either Business or Informatory." With the majority of holdings a double is only advisable for one purpose and would be fatal if misinterpreted. The player who asks his partner to guess is therefore a very dangerous *vis-à-vis*.

To double two of a suit informatorily, the doubler should have at least a King better than an average hand; to double three, the doubler should be able to produce a minimum of seven tricks for any responsive bid his partner may make.

A double of a suit-bid of two or three, made after a bid by the doubler and a pass by his partner, is sound bidding whenever the hand of the doubler is so strong that he is justified in forcing his partner to make a high bid.

Most of the rules applying to the Informatory No Trump double are applicable to the suit-double, the only differences being that the limita-

tion is *one* in the former case and *three* in the latter; and that a double of one of a suit is always informatory, even after the partner has bid.[1]

The following table will show the distinction between Business and Informatory Doubles of suit-bids:

The Bidding					
Dealer	Second Hand	Third Hand	Fourth Hand	Character of Double	Reason
1 Cl.	1 Dia.	Double.		Informatory	A double of a suit bid of one is *always* informatory.
Pass.	3 Sp.	Double.		Informatory	Double of three and partner has not bid.[2]
Pass.	4 Ht.	Double.		Business	Double of four.
1 No Tr.	2 Sp.	Double.		Business	Double of two but partner has bid.
1 No Tr.	2 Sp.	Pass.	Pass.	Informatory	Double of two and partner has not bid.[2]
Double.					
1 No Tr.	2 Ht.	2 Sp.	3 Ht.	Business	Double of three but partner has bid.
Double.					
1 Sp.	Pass.	3 Sp.	Double.	Informatory	Double of three and partner has not bid.[2]
1 Sp.	Pass.	4 Sp.	Double.	Business	Double of four.
1 Sp.	2 Ht.	2 Sp.	Double.	Business	Double of two but partner has bid.
1 Sp.	Pass.	2 Sp.	Pass.	Business	Doubler did not double at first opportunity.
Pass.	Double.				
1 Sp.	2 Ht.	2 Sp.	Pass.	Business	Doubler did not double at first opportunity.
Pass.	Double.				

[1] See page 122.

[2] Nor has doubler declined a previous opportunity to double.

The Bidding					
Dealer	Second Hand	Third Hand	Fourth Hand	Character of Double	Reason
1 Sp.	Double.	2 Sp.	Pass.	Informatory	Double of two and partner has not bid.
Pass.	Double.				
1 Sp.	Double.	Pass.	2 Dia.	Business.	Double of two but partner has bid.
2 Sp.	Double.				
1 Sp.	Double.	2 Sp.	3 Dia.	Business.	Double of three but partner has bid.
3 Sp.	Double.				
1 Cl.	Double.	Pass.	1 Dia.	Business.	Double of two but partner has bid.
2 Cl.	Double.				
1 Cl.	Pass.	1 Dia.	Double.	Informatory.	Double of one.

DECLARATIONS FOLLOWING A SUIT-DOUBLE

The partner of the player whose suit-bid has been doubled is not in the same position as the partner of a player whose No Trump has been doubled. The two main differences are—

(1) A Redouble is rarely advantageous;

(2) A Rescue is never necessary.

(*1*) *The Redouble* will often produce a large penalty when one No Trump has been doubled; but that is rarely the case after a suit-double. In the first case the redoubler is sitting opposite a No Trumper, in the second he is facing a suit-bidder: very different situations. Only in the most exceptional hand would a redouble enable the original suit-bidder to double the inevitable take-out; so the benefit of the redouble (at times

so great when a No Trump is doubled) is rare in the case of a suit-double. If the partner of the bidder whose suit has been doubled have one or more raisers for the suit (see page 231), it is wise to raise at once and shut out a Fourth Hand bid. When he has nothing in the suit, but has side strength, the redouble is sometimes used. Even in this case, however, it seems a foolish declaration; it would be wiser either to bid No Trump or pass. A No Trumper would have the advantage of being held "over" the adverse strength in three suits; a pass might pave the way for a Business double later as the character of the passer's hand would not be disclosed at the start.

(*2*) *The Rescue.* A Rescue is never necessary because a double of a suit-bid of one will surely be taken out by Fourth Hand. When the bid is more than one, the bidder has registered a request that he be not disturbed. To rescue under either condition would be the limit in bad bidding except with the most unusual freak holding.

THE DUTY OF THE PARTNER OF THE DOUBLER

As is the case with a No Trump double, the partner of the doubler is relieved from any obligation to bid if an opponent make an intervening

bid; but if the intervening opponent pass, the duty to take out the double is even more imperative than in the case of a doubled No Trump.

When a No Trump is doubled, the doubler announces a No Trump also; but when a suit is doubled, the doubler denies strength in the declaration he is doubling: he may even have been partly influenced to make the double because he had none of that suit. Length in the doubled suit is therefore, as a general rule, no justification for passing partner's double of one. In such case a 4-card suit (if doubler's partner have one) should be bid, no matter how weak it may be. With four cards of the doubled suit and three of each of the other suits, one No Trump is generally the best bid.

When a suit-bid of two or three is doubled, the partner of the doubler may advantageously pass when sure of two trump tricks and holding some side strength.[1]

In answering a suit-double it is even more important, than in answering a No Trump double, for the partner of the doubler to bid Major suit length.

[1] If it be first or second game: playing the rubber game, it is generally wiser to bid No Trump.

In the following illustrations the Dealer is supposed to have bid one Club, the Second Hand to have doubled and the Third Hand to have passed.

Fourth Hand Holding		Should Bid	The Reason
Spades	X-X-X-X.....	1 Spade....	A 4-card Major should be bid in preference to a 4-card Minor, even when the Minor is much stronger.
Hearts	King-X.....		
Diamonds	Ace-Jack-X-X....		
Clubs	Queen-X-X.....		
Spades	Jack-X-X-X.....	1 Heart....	With two Majors of equal length, the stronger should be bid. A 4-card Major should be bid in preference to No Trump when the adverse suit is stopped but once.
Hearts	King-X-X-X.....		
Diamonds	X-X.....		
Clubs	Ace-X-X.....		
Spades	X-X-X.....	1 No Trump	No 4-card suit to bid; so, although the adverse suit is only stopped once and hand is weak, No Trump is best bid.
Hearts	King-X-X.....		
Diamonds	Queen-Jack-X....		
Clubs	Jack-Ten-X-X....		
Spades	King-X.....	1 Diamond..	The only 4-card suit except the one that has been doubled.
Hearts	X-X-X.....		
Diamonds	X-X-X-X.....		
Clubs	X-X-X-X.....		

Fourth Hand Holding		Should Bid	The Reason
Spades	Queen-X-X.....	1 No Trump	No 4-card Major. Adverse suit stopped. Something in every suit.
Hearts	King-X-X.....		
Diamonds	Jack-Ten-X-X....		
Clubs	Queen-Jack-X....		
Spades	Queen-X.....	1 No Trump	Game much more probable than in Diamonds.
Hearts	Jack-X.....		
Diamonds	Ace-King-X-X-X.		
Clubs	Queen-Jack-X-X..		

BUSINESS DOUBLES

With the up-to-date theory of Doubles thoroughly understood, every double which is not Informatory becomes a Business Double in which the doubler virtually says: "Partner, I am confident that we can defeat this declaration and I want a bonus of 100 instead of 50 for every trick that our adversaries fall short of their contract. I do not wish you to take out the double unless your hand be of such peculiar character that you believe the double will not be very profitable and you are sure you can go game with your declaration."

There are two classes of Business Doubles:

1. The double of a bid which, if successful, will result in game whether or not it be doubled; such as a double (at a love score) of three No Trumps, four Hearts,

or five Diamonds; or a double of two Hearts or two Diamonds when the adversaries have 16 on their trick score. Such a double is known as a *free double*.

2. The double of a bid which, if undoubled, would not secure game for the Declarer should he merely fulfil his contract; but which, if doubled, will make game unless the contract be defeated; such as a double (at a love score) of two No Trumps, two or three Hearts, or three or four Clubs.

In the first instance, the doubler may lose the difference in points which the Declarer may make as a result of the double. When, a bid of four Hearts is doubled and the Declarer makes his contract, the double costs 82 points (32 for tricks and 50 for bonus). If the Declarer fall one trick short, the double gains 50 points; so in that case the odds are 82 to 50 against a free double. That, however, is not all. The double gives the opponents the option of a redouble which would increase the possible loss by 114 and the possible gain by only 100; making the odds 196 to 150. When the declaration is Spades or No Trump, the odds against the double are slightly increased; when

it is either of the Minor suits, they are slightly decreased. But in any event, the odds are against even a free double and it should not be made unless the indications clearly favor its success. The possibility of a successful redouble makes the case against careless doubling even stronger.

The figures given apply to going down one or barely making the contract; a set of two or more, or making one or more tricks over the contract, would alter the figures without invalidating the reasoning.

Suppose a bid of four Hearts be doubled and redoubled and the Declarer take eleven tricks, he being able to ruff one or two high cards which the doubler expected would prove winners. This is an everyday case, but the figures are rarely brought home. Without a double, the Declarer would have scored 40 points; with the redouble he scores 160 points and 200 bonus, or 320 presented by an adversary who could hope to gain at most 50 or 100 and thought his venture "could not cost anything."

It having been demonstrated that the odds are against a free double, it is obvious that when the double is not free the doubler is at a still greater disadvantage. First or second game is worth 125

points, rubber game 250 points; and one of these figures (depending upon which game is being played) must be added to the possible loss of the doubler, so that he stands to lose at least four times as much as he is apt to win.

A *doubtful* double should never be made when the partner may have a game hand. For example, Dealer bids three Spades; Second Hand four Hearts. A *doubtful* double of four Hearts by Third Hand under such circumstances would be unwise because the Dealer, expecting a large bonus, may be deterred from a successful declaration of four Spades.

The wild doubler is a most dangerous partner; but a player cannot afford to have the reputation of never doubling as that permits his adversaries to take undue liberties in bidding.

OVERBIDDING A PARTNER WHEN HE HAS BEEN DOUBLED

It is seldom sound bidding to take your partner out when he has been doubled. When the partner of the player whose declaration has been doubled has strength, it will help to win the doubled declaration; when he is weak, the chances are that the change will only make matters worse. If the doubler be a reckless bidder, it is probable that

the contract will be fulfilled; if he be a sound bidder, it is a safe assumption that he is prepared to effectively double any rescue-bid.

There are, however, some hands with which a take-out is effective and it is important that the bidder, who is prone to interfere with the doubled partner, should thoroughly understand their character so that with any other holding he may pass. The only case in which the doubled partner should be taken out is illustrated by the following example. Suppose Dealer bids one No Trump, Second Hand two Hearts, Third Hand pass, Fourth Hand two Spades, Dealer three Diamonds, Second Hand double. Third Hand has had no opportunity to show either weakness or strength and Dealer is warranted in expecting some help from him. If Third Hand hold—

Spades	X-X-X;
Hearts	X-X-X-X;
Diamonds	X;
Clubs	Jack-Ten-X-X-X;—

it would be sound to take out with four Clubs because the hand is trickless in Diamonds, but of material assistance in Clubs; and the bidding would indicate that Dealer has some strength in Clubs. In such case, although it increases the

contract, the take-out is justified. If, however, the hand be—

Spades	None;
Hearts	X-X-X-X;
Diamonds	X-X-X;
Clubs	Jack-Ten-X-X-X-X;—

the take-out would be most unwise, as the hand will probably aid the partner by its ability to ruff Spades.

When the hand can help the partner in the declaration which has been doubled, changing it is the limit of folly, as the fulfilling of a doubled declaration is exceptionally remunerative. Suppose a Dealer bids two Hearts, Second and Third Hands pass, Fourth Hand two Spades, Dealer three Hearts, Second Hand double, and Third Hand holds—

Spades	King-Queen;
Hearts	None;
Diamonds	Ace-King-X-X-X-X;
Clubs	X-X-X-X-X.

It is possible, that four Diamonds might be made, but the partner has bid three Hearts without assistance. This hand assures one Spade and, unless ruffed, two Diamonds. If the partner be a sound bidder his success is beyond question. It

is better to be sure of winning three or more Hearts worth 16 per trick (plus a bonus of at least 50) than to take the chance of making four Diamonds worth seven per trick.

Before leaving the subject of doubling, it may be well to emphasize that the Informatory Double is a weapon which when unskillfully handled has an unlimited capacity for producing disastrous results. The havoc apt to follow unskillful doubling is far greater than the benefits to be derived from it when used with intelligence and discretion. A half understanding of the subject will not do; the player who would be successful must really master all the intricacies of doubling or else he should never double and should request his partners not to do so. The following cardinal rules may fittingly bring this chapter to a close.

Be sure you know what message you wish to convey to your partner.

Be sure your declaration (bid, double or pass) will convey the right message if correctly interpreted.

Before launching your message, be confident that your partner will rightly interpret it.

If in doubt, remember that overcalling a business double is apt to be less harmful than passing an informatory one.

Be sure you understand the meaning of every message which it is possible that your partner may send.

XI

LATER BIDS

A Later Bid is any bid made after an Original Bid. Later Bids are subdivided into Following Bids, Secondary Bids, Forced Bids and Subsequent Bids.

A Following Bid is a Later Bid made at the first opportunity (*e. g.*, a bid by Second Hand directly following a bid by Dealer; or a bid by Fourth Hand after a bid by Dealer and passes by Second and Third Hands). A Secondary Bid is one voluntarily made by a player who has previously passed, a Subsequent Bid is one made after two or more previous bids or doubles, a Forced Bid is a Subsequent Bid which a player is compelled to make in answer to partner's double.

Still other bidding terms will appear in the text where their meanings will be made plain, but it may be well to mention some of them now.

Raise is to increase one's own bid or partner's. *Assist* is to raise partner's bid after an intervening adverse bid. *Jump* is to raise partner's bid in the absence of an intervening adverse bid. *Take out* is to overbid partner, the overbid being made

with a declaration other than partner's. *Rescue* is to take out for the purpose of avoiding trouble.

Before entering a discussion of the complicated situations which may follow the original bid, it should be remarked that these situations have already been partly covered by Chapter X on doubles. A double is in many particulars the parallel of a bid; it keeps the Declaration open and is made either to give information or for the purpose of winning valuable points. It would be quite logical to discuss the whole subject of doubling concurrently with the subject of bidding as a whole, but it has been deemed better to devote a chapter to the doubles, including therein a discussion of bids which form a necessary part of the doubling scheme; and then, in another chapter, to finish the subject of the Declaration, with only such incidental reference to doubling as may be necessary.

XII

SECOND HAND FOLLOWING BIDS

In the above heading, "Second Hand" means the player on the left of the original bidder. In that sense, "Second Hand" might be any one of the four players—even Dealer if, after three passes, an original bid were made by the player on Dealer's right. To avoid all possible confusion, the discussion will be confined to the bids of the player who has been called "Second Hand" in the preceding chapters, *i. e.*, the player on Dealer's left.

All Second Hand bids made after a pass by the Dealer are considered under Initial Bids; all cases in which Second Hand should double Dealer's bid are considered under Doubles; so there only remains to be considered bids by Second Hand after a bid by Dealer.

AFTER A SUIT-BID

After a suit-bid by Dealer, Second Hand should rarely bid with a hand which justifies a double, because the double is more apt to produce a game-going declaration; but when not strong enough to double, a bid, even with less high-card strength than is shown by an initial bid, may be advisable.

Under such conditions, it may be the last opportunity of Second Hand to bid. It is a Following Bid, differing materially from an Initial Bid, and does not indicate the presence of any certain cards. No holding should be passed which a partner, even when not strong enough to bid, might supplement sufficiently to produce game. For example, Dealer bids one Heart and Second Hand holds—

Spades	Jack-Ten-X-X-X;
Hearts	X-X;
Diamonds	Ace-King-Queen;
Clubs	X-X-X.

He dare not pass with the idea of showing his Spades later, as he may not have the chance; he dare not bid *two* Spades,[1] as he lacks the requisite strength and does not want to keep his partner from bidding a No Trump should the partner have the Hearts well stopped and be weak in Spades. He might double but that would announce Club strength which the hand does not possess. After this application of the process of elimination, one Spade is the bid which remains.

A following bid, therefore, does not of necessity

[1] With the idea that he may thereby indicate to his partner that his hand does not contain top Spades.

show any specific high cards and consequently is not as informatory as an initial bid. It does, however, show that the hand contains a certain number of tricks if the suit named be the trump. *Over an adverse bid of one, to bid one of a higher valued suit shows four probable tricks, plus possibilities; to bid two of a lower valued suit shows five probable tricks, plus possibilities.*

AFTER A NO TRUMP

When Dealer has bid No Trump, Second Hand may find himself with sufficient strength in one or two suits to warrant the expectation of saving game if the No Trump be played; if so, he should not bid unless convinced that his bid will not guide his adversaries into a suit declaration with which they may score game. Even when his suit is a Major and he has such strength in the other Major that he does not fear that his adversaries will shift to it, a bid is not wise unless the hand be so strong that, with the help his partner may be reasonably expected to furnish, there is a good chance to make game against an adverse No Trump holding. Therefore, Second Hand should pass with a solid suit, unless it be supported by sufficient side strength to make game probable;

or with a 5-card King-Queen-Jack suit and one quick re-entry.

On the other hand, in these days of light No Trumpers Second Hand may have such length and strength in a suit, especially if it be a Major, that a bid may mean game if his partner have a few high cards. A pass, under such conditions, would be most unfortunate; so when a real probability of game looms up a bid should be made.[1] To bid or not to bid under such conditions is a question for which it is difficult to furnish any general answer; it must be left largely to the judgment of the player. The records of Clubs where Duplicate Auction is played prove that the average player loses ten times by bidding a suit Second Hand over a No Trump to every loss he makes by passing.

Some writers have, therefore, gone to the extreme of advocating that Second Hand should never bid over a No Trump. To give such advice is unsound, but it is nevertheless true that the large majority of suit-bids made by Second Hand over a No Trump are unwise.

It is absurd for a Second Hand to bid two Clubs over one No Trump with some such holding as—

[1] With a hand in which game is probable, a double is frequently wiser than a bid.

Spades	X-X;
Hearts	X-X;
Diamonds	Ace-X-X;
Clubs	Ace-Jack-Ten-X-X-X.

To make game in Clubs, the partner will have to furnish about four tricks; rather too much to expect against an adverse No Trump. Passing offers an excellent chance to defeat the No Trump, but a bid of two Clubs will at once warn the No Trump declarer and his partner that the Club suit may be dangerous. If they have no high Clubs, it may guide them away from the No Trump, which will not produce game, to a Major bid which will. If they have high Clubs they will bid (and probably make) two No Trumps.

When the Second Hand holding is weaker, for example—

Spades	X-X;
Hearts	X-X;
Diamonds	King-X-X-X;
Clubs	Ace-Jack-X-X-X;—

the Club bid is still less excusable as it is subject to all the objections named above, plus the serious chance that it may afford the adversaries an advantageous opportunity to double.

Another type of hand with which a bid is often made by Second Hand over a No Trump is—

Spades	Ace-Queen-Ten-X-X;
Hearts	X-X-X;
Diamonds	Ace-X-X;
Clubs	X-X.

If Second Hand bid two Spades with this holding, he may shut out a lead-directing bid from his partner. Should the No Trump bidder then bid two No Trumps, he may be able to win a game which could have been saved had Fourth Hand made the lead-directing bid that the two-Spade bid shut out. Should Fourth Hand have sufficient strength to help Second Hand to a game in Spades, he will surely make some bid; in which event Second Hand has the chance to show his Spades later. It will be realized, therefore, that a Second Hand bid under such circumstances is rarely advantageous and for a variety of reasons is generally most disadvantageous.

With less than seven sure tricks, it is not advisable for Second Hand to declare a Major suit over Dealer's No Trump; and to justify a Minor bid, the hand should be at least one trick stronger. A few examples follow.

SECOND HAND HOLDINGS, DEALER HAVING BID NO TRUMP

Spades	Ace-King-Queen-X-X;	Should pass.
Hearts	Queen-X;	
Diamonds	Jack-X-X;	
Clubs	Jack-X-X.	

Spades	Jack-X;	Should pass.
Hear s	X-X-X;	
Diamonds	Ace-X-X;	
Clubs	Ace-King-Queen-X-X.	

Spades	X;	Should pass.
Hearts	X-X;	
Diamonds	King-Queen-Jack-X-X-X;	
Clubs	Ace-Jack-X-X.	

Spades	X-X;	Should pass.
Hearts	King-Queen-Jack-X-X-X;	
Diamonds	Ace-X;	
Clubs	X-X-X.	

Spades	X-X;	Should bid Clubs.
Hearts	None;	
Diamonds	King-Queen-Ten-X-X;	
Clubs	Ace-King-Queen-Jack-X-X.	

Spades	King-Jack-Ten;	Should bid Diamonds.
Hearts	King-Queen-X;	
Diamonds	King-Queen-Jack-Ten-X-X;	
Clubs	X.	

Spades	Ace-King-X-X-X-X;	Should bid Spades.
Hearts	King-Jack-Ten;	
Diamonds	None;	
Clubs	King-Ten-X-X.	

One of the ablest bidders in the country makes it a rule in this position never to bid *two* unless amply strong enough to bid *three*. It is quite possible that this test is the simplest and most reliable of any that could be devised.

This position of Second Hand, bidding after Dealer's No Trump, must not be confused with that of Fourth Hand, bidding a suit for lead-indicating purposes. (See page 224.)

WHEN DEALER BIDS NO TRUMP AND SECOND HAND HAS A NO TRUMP ALSO

The class of Second Hand holdings considered above include only those with which, had Dealer passed, a suit rather than No Trump, would have been bid by Second Hand.

When Second Hand also has a No Trump, there arises a situation covered in the Chapter on Doubles, pages 124–130.

WHEN TO BID NO TRUMP OVER A SUIT

To justify bidding one No Trump over Dealer's initial suit-bid, Second Hand should have better

than a border line No Trump. The adverse suit should be safely stopped and, if it be stopped but once, the hand should have at least four other quick tricks. If it be stopped twice, No Trump may properly be bid with a holding no stronger than a minimum initial No Trumper.

When the adverse suit is stopped but once and Second Hand has a suit declaration, it is generally better to bid it,[1] especially if it be a Major.

When the adverse suit is not stopped, No Trump should never be bid. While it may be possible to make one or even two No Trumps after the adverse suit has been run, it is nevertheless of vital importance that Second Hand should not bid No Trump without a stopper in that suit; to break this rule may produce disastrous results. The No Trump bid guarantees to the partner that the suit is stopped and, relying on this, Fourth Hand may assist the No Trump and furnish the adversaries a profitable Business Double.

[1] Under such conditions a double may be advisable.

XIII

LATER THIRD HAND BIDS

[Following the method of Chapter XII where "Second Hand" always means the player on Dealer's left, "Third Hand" in Chapter XIII will always mean Dealer's partner.]

The Third Hand is called upon to declare in one of four situations, viz.:

(*a*) After two passes.

(*b*) After a pass by Dealer and a bid by Second Hand.

(*c*) After two bids.

(*d*) After a bid by Dealer and a pass by Second Hand.

Situation (*a*) would be an Original Bid, it was considered on page 108.

Situation (*b*) is very similar to that covered in Chapter XII when Second Hand bids after a bid by Dealer, page 176. The only difference is that when Second Hand bids after Dealer he has a partner (Fourth Hand) who is an unknown quantity; while Third Hand, bidding after Second Hand, has a partner who has passed. One more trick is required to justify a bid in the latter position than is needed in the former.

Situation (*c*) is considered under the head of Later Bidding, page 226.

Situation (*d*) is, therefore, the subject of this chapter.

AFTER A BID BY DEALER AND A PASS BY SECOND HAND

When Dealer has bid, Second Hand has passed and Third Hand has strength, the winning of the game is most probable and the declaration of Third Hand should be subservient to that object. Without doubt or apology he should take Dealer out with some other declaration, provided there is reason to justify it; and Dealer, if the bid of Third Hand does not suit him, should return to his first bid if, in spite of his partner's preference for something else, he still thinks his bid will be the most advantageous.

The science of partnership bidding is to select the bid which the partners would have chosen if they had seen each other's hands. Bidders of average ability should accomplish this in a large percentage of deals, experts should make a record very nearly one hundred per cent perfect. This is only possible by the use of a thorough system of overcalling whereby each partner shows, as accurately as may be, the contents of his hand.

TAKING OUT PARTNER'S NO TRUMP

The question which has occasioned more discussion than any other Auction problem is: With what holdings should a player take out his partner's No Trump? This problem presents itself both with weak and strong hands:

(*a*) When weak, the question is whether the defeat of the No Trump is assured; and, if so, whether a suit-bid which would increase the size of the contract would reduce the loss. Also whether the suit-bid can be made without misleading the partner.

(*b*) When strong, the point to be determined is whether the option of changing the declaration from No Trump to a suit, should be extended to the partner.

THE RESCUE

Abnormal weakness of Third Hand, after Dealer has bid No Trump and Second Hand has passed, generally means—

(*a*) That Dealer has bid with great strength and will make, or nearly make, his contract; or—

(*b*) That Fourth Hand will bid or double.

The advisability of the weakness take-out, or "Rescue" as it is generally called, has been questioned by those who contend that advancing a contract from one to two with approximately a bust holding is merely increasing the commitment without materially relieving the situation. A bid of one No Trump rarely suffers a severe penalty and when it does the adversaries have generally lost an opportunity to go game.

Another objection to a Rescue, when it can be recognized as such, is that if an adversary becomes the Declarer, he can tell which way to finesse in every suit.

On the other side of the account are the hands in which the No Trump maker has length and strength in the take-out suit; also those in which changing to a trump keeps a long adverse suit from being run. In both of these cases the Rescue is exceptionally advantageous. Then too the take-out may help in another way. Whenever it can positively be recognized as a Rescue, and is surely not an indication of strength, it warns the No Trump bidder not to go on with the No Trump (if Fourth Hand overcall the take-out) unless he have the requisite tricks in his own hand.

All authorities agree that *the Rescue should never be made with a suit of less than five cards.* A trump suit of this length may take two trump tricks and the Rescue may reduce the loss one trick. But when the No Trump maker is short, and one adversary is long, in the suit named by the Rescuer, the Rescue may produce serious results. There are also hands in which changing from No Trump to a trump gives the adversaries the opportunity to ruff one or more of the high cards which justified the No Trump, and which, had the Rescue not taken place, would have been winners.

The Rescue (whenever it can positively be recognized by the partner as such), has so many advantages and disadvantages that it is but natural to find expert opinion divided concerning its expediency. As a saving device, it is equally valuable whether the take-out suit be a Major or a Minor; and when the suit is longer than five cards the benefit is more probable. With a 7-card suit, a Rescue is always advisable.

All weakness take-outs are made after Dealer has bid *and Second Hand passed.* If Second Hand bid, that takes out the No Trump and a Rescue is unnecessary: a bid in that case shows strength.

Before attempting to reach any definite con-

clusion concerning the Rescue of a No Trump (except that with less than a 7-card suit it presents a problem) it is advisable that its opposite should be considered: viz.; the Strength take-out.

TAKING OUT A PARTNER'S NO TRUMP WITH STRENGTH

The overcall with strength which is made with the idea of increasing prospective gains and ensuring the winning of prospective games, is a far more pleasant declaration than the weakness take-out made to limit prospective losses.

The Strength take-out is generally made with a Major-suit bid. It takes two more tricks to score game in a Minor than in a No Trump; and there are comparatively few deals where a No Trumper held by one partner and a strong Minor by the other will produce eleven tricks with the Minor trump and yet fail to win nine if played without a trump.

With a strong 5-card Major opposite a No Trumper, a different situation arises. Game with a Major requires ten tricks and, when exactly that number are obtainable, the Major will reach its goal where the same cards in a Minor would fall one short of the eleven tricks needed.

Some hands, with the assistance of a Dummy containing a strong Major, will produce three odd tricks for a No Trump but will fail to furnish four for the Major; others which encounter a strong, long adverse suit will find the game easy with a Major but impossible with No Trump.

When the partner of a No Trump bidder has a strong 5-card Major, with or without other assistance for a No Trump, it is a gamble whether he is ensuring or losing game by changing the declaration; unless the original No Trump bidder can tell whether his partner's Major bid is a Strength take-out or a Rescue.

WHEN TO TAKE OUT WITH A MAJOR SUIT

The best method of ensuring the game, when the initial bid is No Trump and the partner has a hand which can materially help the No Trump and which includes a strong 5-card Major suit, is to have the partner show that Major suit by bidding two Spades or Hearts, as the case may be, with the expectation that the original bidder will return to the No Trump if the character of his hand, plus the information conveyed by his partner's bid, convince him that the game is more probable playing without a trump. But if the

partner be in the habit of bidding two of a Major whenever he has a 5-card suit, whether it be weak or strong, his bid does not convey any definite information and a return to the No Trump cannot be safely made, because, should the partner have nothing but a flock of small Spades or Hearts, the hand would be worth more with a trump and two No Trumps would be destined to severe defeat. To realize the full value of the Strength take-out it must be ear-marked so that the partner may be able to distinguish it from a Rescue.

The elimination of the Rescue with Major suits seems to be the solution of the problem. In the long run this may cost a few fifties in the honor-score, but it is safe to say that any such resultant losses are inconsiderable compared with the gains bound to accrue if the original bidder, whenever weak in the Major take-out, is able to return to his No Trump, knowing that there is just the help he needs across the table. In other words, this plan does away with guessing and enables sound bidders to play the more productive bid whenever the game is a possibility.

Players who adopt this method may regret that they cannot rescue when they hold a bust with

some such Major suit as Queen-Jack-X-X-X; but the two take-outs (strength and weakness) cannot be combined effectively and players must accept the small loss (if loss in that particular hand there prove to be), knowing that the soundness of this scheme of declaration must in the long run produce satisfactory results.

One example will illustrate how advantageous it is for the initial No Trump bidder to be sure that his partner's Major take-out was based on strength. Dealer has bid one No Trump, Second Hand has passed, and Third Hand (who has bid two Spades) holds—

Spades	King-Jack-X-X-X;
Hearts	Queen-Jack-X;
Diamonds	Ace-X-X-X;
Clubs	X.

Dealer, according to the make-up of his hand, can practically make sure of game by letting the 2-Spade bid stand or going back to No Trump; as follows:

	Hand of No Trump Bidder	Tricks Probable	
		At Spades	*At No Trump*
Spades	Ace-Queen-Ten;		
Hearts	Ace-King-X;	11 to 13	7 to 8
Diamonds	King-Jack-X-X-X;	(game)	(no game)
Clubs	X-X.		

Hand of No Trump Bidder		Tricks Probable	
		At Spades	*At No Trump*
Spades	X;		
Hearts	Ace-Ten-X-X;	7 to 9	9 to 11
Diamonds	King-Queen-X-X-X;	(no game)	(game)
Clubs	King-Queen-Jack.		
Spades	X;		
Hearts	Ace-King-X-X;	7 to 9	11
Diamonds	King-Queen-Jack-X-X-X;	(no game)	(game)
Clubs	Ace-X.		
Spades	X-X;		
Hearts	King-Ten-X-X;	7 or 8	8 or 10
Diamonds	Queen-Jack-X;	(no game)	(probable
Clubs	Ace-Jack-Ten-X.		game)
Spades	Queen-Ten-X-X;		
Hearts	Ace-X-X;	11 or 12	8 or 9
Diamonds	King-Queen-Jack-X-X;	(game)	(game
Clubs	Ace.		doubtful)

It must be remembered, however, that this is merely a plan for distinguishing Strength take-outs from Rescues; it is not advocated because Rescues are disapproved and it does not imply that Rescues be abandoned *when they can be recognized.* When a Dealer[1] bids a No Trump and his partner bids two of a Major it is impossible, unless the strength convention be observed, for the No Trump bidder to know whether the take-out shows strength or weakness. A plan of bidding which gives two meanings to the same bid never

[1] It must not be forgotten that, although written as applying to Dealer and Third Hand, the comment applies also to Second and Fourth Hands.

produces satisfactory results. One take-out must be eliminated and the Strength take-out is of the greater value. The Rescue is of such uncertain utility that many decline to use it, even when it can be bid without any risk that its meaning will be misunderstood. To give up the Major Rescue sacrifices comparatively little; to give up the Strength take-out would cost innumerable slams, games and high scores. The advisability of abandoning the 5-card Rescue with a Major suit is, therefore, now generally conceded.

TAKING OUT WITH 4-CARD MAJORS

The success which has attended the initial bidding of 4-card Majors has naturally introduced the question of whether it might not be advisable to extend Strength take-outs of a partner's No Trump so that the bid should be made with an exceptionally strong 4-card Major. Experiments and examinations made with such take-outs have not at this writing shown the plan to be worthy of adoption. Even when the Major is as strong as Ace-King-Queen-X, it is not advisable to bid it (Second Hand having passed) unless a blank suit or a singleton suggests serious danger for the No Trump.

While it cannot be said that expert opinion has yet reached a definite conclusion on the subject, it is probably advisable for Third Hand to pass Dealer's No Trump with a 4-card Major except with two types of holdings, viz.:

(1) Four honors in the Major with one quick trick on the side.

(2) Three honors headed by Ace-King, Ace-Queen or King-Queen in the Major; one quick trick (or more) on the side; and a weak singleton.

The Major take-out of a No Trump, used as is above advocated, should not be considered a Rescue; it not only does not deny strength for the partner's declaration, but it positively announces it. It virtually extends to the No Trump bidder the option of allowing the Major to stand or returning to No Trump with a guaranty of help (but no specific number of tricks) for the No Trump.

With six cards of a Major suit many players still stick to the weakness take-out; being prepared, should the partner bid two No Trumps, to bid three in their suit. They figure that with a 6-card suit and a partner who has the other three well in hand, there can be little danger.

When the 6-card Major is headed by a King or Queen with another honor, or when the hand contains any side strength, the take-out is doubtless advisable; but it is at least questionable with such a holding as six Hearts headed by a Nine, and a side suit containing no card higher than a Jack. A Third Hand who bids two Hearts with a hand of this character is placed in a most uncomfortable position when his partner, believing that Major Rescues have been abandoned and expecting a strong Dummy, bids two No Trumps.

With a suit of seven, no matter how weak it may be, the advisability of bidding it cannot be questioned. In such case, if partner bid two No Trump, a re-bid of the Major is reasonably safe and absolutely sound.

With a Major suit of five cards or more including four or five honors, the first overcall of the partner's No Trump should be a bid of three. This clearly marks the character of the take-out.

THE AMOUNT OF STRENGTH REQUIRED TO JUSTIFY TAKING OUT A NO TRUMP WITH A 5-CARD MAJOR

When the Third Hand, with a 5-card Major, tells his No-Trump-bidding partner that he has a

Major bid and also a hand which will help a No Trump, his Major must be strong or he must have high cards on the side, or both. With a worthless side hand, King-Queen-X-X-X is the weakest Major which should be bid; but with side strength it may be advisable to extend the option by bidding two of the Major even when it is only Jack-high. A few illustrations follow.

Holding of Third Hand, Partner Having Bid No Trump and Second Hand Having Passed		Declaration That Third Hand Should Make	The Reason for Third Hand's Declaration
Spades	Queen-Jack-X-X-X;	Pass	Not sufficient strength to risk forcing Dealer to bid two No Trumps.
Hearts	X-X-X;		
Diamonds	X-X;		
Clubs	X-X-X.		
Spades	Queen-Jack-X-X-X;	Two Spades	The side strength makes the hand strong enough to bid.
Hearts	Ace-Jack-X;		
Diamonds	X-X;		
Clubs	X-X-X.		
Spades	King-Ten-X-X-X;	Pass	Hand too weak; if Dealer should bid two No Trumps the result might be disastrous.
Hearts	X-X-X;		
Diamonds	Jack-X;		
Clubs	X-X-X.		
Spades	King-Queen-X-X-X;	Two Spades	Shows minimum strength with which Major take-out should be made.
Hearts	X-X-X;		
Diamonds	X-X;		
Clubs	X-X-X.		
Spades	Ace-X-X;	Two Hearts	The side strength justifies the bid; the singleton makes it most advisable.
Hearts	Jack-Ten-X-X-X;		
Diamonds	X;		
Clubs	Ace-Queen-Ten-X.		

Holding of Third Hand, Partner Having Bid No Trump and Second Hand Having Passed		Declaration That Third Hand Should Make	The Reason for Third Hand's Declaration
Spades Hearts Diamonds Clubs	King-Jack-X; Ace-King-X-X-X; X-X; King-Queen-X.	Two Hearts	So strong that a No Trump is probably safe but it is possible that Dealer cannot stop Diamonds, so why take an unnecessary risk? The greater the strength, the safer the take-out.
Spades Hearts Diamonds Clubs	X-X; Ace-King-Jack-Ten-X-X; X-X-X; X-X.	Three Hearts	The "64 honors" with six Hearts makes it advisable to pre-empt and also to insist upon Hearts as the trump.

WHEN TO TAKE OUT WITH A MINOR SUIT

The abandonment of the Rescue with a Major suit does not affect the wisdom of using it with a Minor as, in that case, it is clearly marked as weakness. *A sound bidder never takes out with two of a Minor when he has strength.* When the partner of a No Trump bidder overcalls with two of a Minor, he waves the red flag and announces a 5-card Minor with little or no help for a No Trump.

There are three systems of Minor Rescues. The first limits a Rescue to hands which contain no card as high as a Queen on the side, and no card higher than a Queen in the Minor suit in which the Rescue is contemplated. The second system does not approve of a Rescue with so weak a hand but advocates it with a hand not likely to materially help a No Trump—a hand

without side strength, but which has the Minor that is bid safely stopped. Followers of the third system never rescue with any 5-card Minor.

For each of these systems strong arguments are advanced but the question of which system will produce the best results in the long run is still undetermined. It is perfectly proper for a player to select whichever system appeals to him; his choice is not very important but it is important that his partner understands exactly what the take-out means. Fortunately no system advocates bidding two with Minor strength, so a serious misunderstanding is not apt to arise. With a 6-card Minor and a hand which cannot assist a No Trump, the general practice is to bid two of the Minor.

The only Minor take-out with strength, is a bid of three made with the unusual hand which apparently ensures game and possibly a better honor-score with the Minor suit the trump. This hand almost invariably has a singleton or a blank suit; some such holding as—

Spades	X-X-X-X;
Hearts	X-X-X;
Diamonds	Ace-King-Queen-Ten-X-X;
Clubs	None.

Any such combination warrants a Minor Strength take-out, as the No Trump may have been bid with strong Spades and Hearts and defenceless Clubs. With such an unusual hand it is perfectly safe to differentiate the bid from a Rescue by bidding *three* Diamonds. If the partner have the other three suits well protected he can safely bid three No Trumps.

Two other examples of this kind of Minor take-out follow. Dealer bids one No Trump, holding—

Spades	Ace-Queen-X;
Hearts	Ace-King-X;
Diamonds	Ace-X-X-X;
Clubs	X-X-X;—

and Third Hand has—

Spades	King-X-X;
Hearts	Queen-X-X-X;
Diamonds	King-Queen-Jack-Ten-X-X.
Clubs	None.

Diamonds would produce a Grand Slam plus 63 honors. No Trump would net at most 20 for tricks plus 30 Aces.

Another case:

Dealer bids No Trump, holding—

Spades	Ace-Queen-X-X;
Hearts	X;
Diamonds	Jack-Ten-X-X;
Clubs	Ace-King-Jack-X.

Second Hand with short, weak Spades and the five top Hearts passes.

Third Hand has—

Spades	X-X;
Hearts	X-X-X;
Diamonds	Ace-King-Queen-X-X-X;
Clubs	X-X.

The gain which will result from bidding three Diamonds is self-evident.

SUMMARY OF TAKE-OUTS OF AN ORIGINAL NO TRUMP BID

A take-out by bidding two of a Major suit means strength or very unusual length.

A take-out by bidding two of a Minor suit means weakness.

A take-out by bidding three of a Major shows a suit of at least five cards with four honors, or strength with unusual length.

A take-out by bidding three of a Minor suit shows exceptional length and strength in that suit.

HOW THIRD HAND SHOULD TAKE OUT DEALER'S NO TRUMP WITH A TWO-SUITER

When Dealer bids one No Trump, Second Hand passes and Third Hand has a two-suiter, the chances are that a suit-bid will work better than No Trump especially when the two suits are both Majors. Should both suits be 5-card busts and the other three cards valueless, it is better to pass because a bid would announce strength which the hand does not contain. If either Major be as strong as King-Jack, it should be bid even if the other have only one honor. A hand containing *two* Queen-Jack or Queen-Ten 5-card Major suits should be bid; the greater the strength, the safer the take-out. It will be noticed that bidding a two-suiter *after* a partner's No Trump requires much less strength in the two suits than it does to bid it originally.

When taking out with two Majors a principle should be remembered which, even by otherwise sound bidders, is often overlooked or misunderstood.

Suppose the holding is—

Spades	Ace-Jack-X-X-X;
Hearts	Ace-Queen-X-X-X;
Diamonds	X;
Clubs	Jack-X.

It is almost a certainty that this hand opposite a No Trumper will produce better results with a Major the trump than it will at No Trump, and the problem is to play it with the Major that will fit the No Trump hand.

Of course Third Hand should first bid two of one of the Majors and, if Dealer bid two No Trumps, should then bid three of the other. A Dealer who bids one No Trump and later takes out his partner's Major with two No Trumps, in ninety-nine hands out of a hundred, will be delighted to have his partner announce a second 5-card Major and will prefer that Major to No Trump. As the first Major did not fit his hand the second must do so.

There can be no question that, were the above hand held by a *Dealer*, he should first bid one Spade (the higher valued suit) following with Hearts so as to give the partner an opportunity to show a preference without increasing the contract. (See page 60.) Appreciating the above, many a good bidder (as Third Hand) would bid two Spades (the higher valued, but slightly weaker, suit) over his partner's No Trump thinking that if he bid Hearts later, Dealer could return to Spades, should he prefer Spades, without

enlarging the commitment. But to give Dealer this opportunity is quite unnecessary because a one No Trump bidder who calls two No Trumps over his partner's Major take-out, *ipso facto* denies that Major and cannot possible prefer it to the other Major and subsequently desire to show a preference for it.

In the holding given on page 203, the two suits are of the same length but the Heart is Ace-Queen, as compared with the Spade Ace-Jack. This is not a sufficient difference to keep an *original* bidder from naming the higher-valued suit first. It is different with Third Hand taking out a No Trump; he hopes for the chance to bid both suits, but he is not apt to have a chance to bid the second until after Dealer has denied the first and thereby shown his preference. It is more than probable that Third Hand's first bid will not be overcalled, so it is much wiser with two 5-card Majors to bid the stronger (not necessarily the higher-valued) first. If that bid stand, Third Hand would be playing with his stronger suit as the trump; if Dealer bid two No Trumps, Third Hand's weaker Major must be the better fit for Dealer's hand.

When one of the suits of a Third Hand two-

suiter is a Major and one a Minor, the Major should be bid unless it have weaker than a Jack-Ten heading. When the Major is bid and Dealer goes back to two No Trumps, three of the Minor should be bid if the general composition of the hand indicate that it is advisable to give the partner an option between letting the Minor stand and returning a second time to his original declaration by bidding three No Trumps.

Unusual strength in the Minor (unlikely when a partner opens with one No Trump and takes out a Major with two No Trumps), or a strong Minor and a blank suit, would fully justify bidding three of the Minor as a second take-out. This Minor three-bid should encourage a partner who has already bid two No Trumps to bid three,[1] unless the game seem a sure thing in the Minor.

With two 5-card Minors the problem of the Third Hand becomes more difficult. To bid two of one Minor, with the idea of subsequently bidding the other and thus giving the No Trump declarer his choice, is not apt to work. The two-bid of a Minor shows weakness and may readily be left in by a strong partner; it may fail to win the game when the No Trump would easily have

[1] Provided he has two stoppers in each of the two remaining suits.

done so. To bid three of one moderately strong Minor, showing great strength, may deceive partner and induce him to let it stand when it will not produce game; should Dealer bid three No Trumps, a bid of *four* of the other Minor would be necessary to give the No Trump bidder a choice. This would be carrying to an absurd extreme the generally sound principle that both suits of a two-suit hand should be shown.[1]

WHEN THIRD HAND SHOULD OVERBID DEALER'S ONE NO TRUMP WITH TWO NO TRUMPS

The over-bids just discussed have been "take-outs" (over-bids with a different declaration): it frequently happens, however, that an over-bid with the same declaration is most advisable. This is called "jumping": when a player advances his partner's bid (no adverse bid having intervened) he is said to jump his partner's bid.

After a Dealer's No Trump bid and a Second Hand pass; if Third Hand pass, Fourth Hand (who is probably the stronger opponent), can indicate the lead he desires by bidding two of a suit. Should either Dealer or Third Hand then bid two No Trumps, this bid of Fourth Hand will

[1] It must be borne in mind that the comment in this chapter is based on a love score. The modifications that are called for when the bidder has an advanced score are referred to on page 221.

doubtless prove of considerable value as it will enable the leader to open with a strengthening card of his partner's suit. If instead of passing the one No Trump, Third Hand on the first round bid two No Trumps, he is very apt to shut out Fourth Hand, as a bid of three generally appears too dangerous a declaration for a player sandwiched between two No Trump hands.

It is generally sound bidding for Third Hand on the first round[1] to jump Dealer's No Trump from one to two (except of course when he has a Major suit-bid) whenever he has four high cards to help the No Trump. This frequently shuts out the information which would produce the only lead which could prevent the No Trump from going game. Some declarers do not jump a No Trump unless they have all four suits stopped; but this is practically equivalent to abandoning the bid. It is quite true that, when the jump is made with strength in only two or three suits, it will result badly when Second Hand, holding a solid suit, has not bid. But that does not often happen and the two No Trump bid more than makes up for an occasional loss by the numerous cases in which it works like a charm.

[1] Second Hand having passed.

It is remarkable how often we see some such bidding as—

Dealer	Second Hand	Third Hand	Fourth Hand
1 No Trump	Pass	Pass	2 Clubs
Pass	Pass	2 No Trumps	Pass
Pass	Pass		

Declarer is kept from going game, or is perhaps defeated, by reason of a Club lead; and Third Hand does not appreciate that he is responsible.

The one exception to the advisability of jumping a partner's No Trump with Third Hand strength occurs when the Third Hand holds a strong 4-card Major: such a holding, for example, as—

Spades	Ace-Queen-Jack-X;
Hearts	Ace-Jack-X;
Diamonds	X-X-X;
Clubs	X-X-X.

(With such a hand a Spade take-out is tempting but, as stated on page 195, it is unwise as a general rule to take out with a suit of less than five cards.) The hand amply justifies two No Trumps; but if Fourth Hand have a Minor bid which two No Trumps would doubtless shut out, the chances are that the combined hands will work better at

Spades than No Trump. The sound way to handle a holding in which Third Hand is prepared to bid a 4-card Major if Fourth Hand bid and Dealer pass, is for Third Hand to pave the way for such bid by passing. This is, therefore, an exception to the bidding of two No Trumps over partner's one No Trump with a hand containing four or five high cards.

Another exception to jumping partner's one No Trump occurs when the strength is greater than four or five high cards. The hand may be so good that an adverse bid is desired so that it can be doubled.

WHEN THIRD HAND SHOULD OVERCALL DEALER'S MINOR BID OF ONE

When Dealer has bid one Club or one Diamond and Second Hand has passed, Third Hand must realize (unless he has quite an unusual holding) that winning the game with this declaration is most unlikely.[1] He should, therefore, overbid whenever his strength is sufficient to justify such action. When he has a strong Major he should, of course, declare it; but when a Major bid is lacking, Third Hand should bid No Trump if he

[1] With a score in the trick column, this comment would not apply; see page 221.

have strength in two suits[1] or defence in three. In the exceptional case in which a game seems probable with the Minor declared by Dealer, Third Hand should advance it to at least three.

A weakness Rescue of a partner's Minor bid should never be attempted. Taking it out or jumping it shows strength. Pass when weak.

A few examples follow.

THIRD HAND HOLDINGS, DEALER HAVING BID ONE DIAMOND AND SECOND HAND HAVING PASSED

Spades	Ace-X-X;	Should bid No Trump.
Hearts	X-X-X;	
Diamonds	Queen-X-X;	
Clubs	Jack-Ten-X-X.	
Spades	King-X-X;	Should bid No Trump.
Hearts	X-X-X;	
Diamonds	X-X;	
Clubs	Ace-King-Queen-X-X.	
Spades	Queen-Jack-X;	Should bid No Trump.
Hearts	X-X-X;	
Diamonds	Ace-X-X;	
Clubs	Jack-Ten-X-X.	
Spades	Ace-X;	Should bid No Trump.
Hearts	Queen-X-X-X;	
Diamonds	X-X-X;	
Clubs	King-X-X-X.	

[1] This applies even when an Ace or King-Jack of the Minor bid by Dealer constitutes the "strength" of one of Third Hand's two suits, because in that case Dealer would not have bid his Minor without side strength.

Spades	King-X-X;	Should bid No Trump.
Hearts	Ace-X-X;	
Diamonds	Ace-Jack-X;	
Clubs	X-X-X-X.	
Spades	Ace-King-X;	Should bid four Diamonds.
Hearts	None;	
Diamonds	King-X-X-X-X;	
Clubs	Queen-X-X-X-X.	
Spades	Ace-King-Jack-X-X;	Should bid one Spade.
Hearts	X-X;	
Diamonds	Jack-X;	
Clubs	King-Jack-X-X.	
Spades	Ace-King-X-X;	Should bid one Spade.
Hearts	X-X-X;	
Diamonds	X-X-X;	
Clubs	X-X-X.	
Spades	X-X-X;	Should bid one Heart.
Hearts	Ace-Queen-Ten-X;	
Diamonds	X-X;	
Clubs	Jack-X-X-X.	
Spades	Jack-Ten-X-X;	Should pass.
Hearts	X-X-X;	
Diamonds	Jack-X-X;	
Clubs	King-X-X.	
Spades	X-X-X;	Should bid two Clubs.
Hearts	X-X-X;	
Diamonds	X-X;	
Clubs	Ace-King-Jack-X-X.	
Spades	X-X-X;	Should bid No Trump.
Hearts	X-X;	
Diamonds	Ace-X-X;	
Clubs	Ace-King-Queen-X-X.	

OVERCALLING DEALER'S MINOR TWO-BID

When Dealer's initial bid is two Diamonds or two Clubs, Third Hand should allow it to stand unless he have a Major suit holding which he is confident will win the game with the assistance of his partner's strong Minor suit, or unless he is justified in bidding two No Trump. He can do the latter with comparatively little strength, as he knows that his partner will render unusual assistance.

WHEN DEALER HAS BID ONE OF A MAJOR SUIT

When Dealer has bid one Heart or one Spade and Second Hand has passed, Third Hand should not overcall unless weak in the suit his partner has named. "Weak" is used here to mean a suit not only without high cards but also without length. With four small of the Major bid by Dealer, the declaration should not be changed.

If Third Hand, with other strength, hold *no more than two weak cards* in the Major suit declared by his partner, a pass is inexcusable. In the old days many players considered the taking out by partner of an original Major suit-bid to be almost an insult and the text books were fond of emphasizing that "Minor suits are bid to be taken out,

Major suits to be played." Now it is realized that *a Major bid of one announces help for a No Trump just as much as a Minor bid of one does; and is just as pressing a No Trump invitation.* The only difference is that, when the partner has help for the suit-bid and sufficient additional strength to justify bidding No Trump, he should make the No Trump bid over a Minor, but support a Major unless the other three suits are all stopped twice.

When short and weak in the Major bid by his partner, not much strength is needed to justify one No Trump. The initial bidder may have been in doubt between the Major and a No Trump and chosen the former for informatory purposes. The No Trump is the shorter road to the goal and the partner of the first bidder should not hesitate to follow it when it seems to be more promising. The No Trump bid can be made without danger because the initial bidder, when he does not need help in his trump suit, can safely return to it.

Third Hand should bid one Spade over Dealer's one Heart, or two Hearts over one Spade, when he has strength which would have justified an original bid in his own suit and distinct weakness in his partner's. The theory is that Third Hand surely

cannot aid his partner's suit, while it is possible that his partner may help his. The only difference between bidding two Hearts over one Spade and one Spade over one Heart is that in the one case the amount of the declaration is advanced from one to two and in the other it is not altered. This difference, for the purpose under consideration, is theoretical rather than real as it makes comparatively little difference whether the take-out declaration be one or two.

When Third Hand has such strength in his partner's Major that he would advance it in the event of an adverse bid, it is wise for him to "jump" it if Second Hand pass. This is the same doctrine that makes advisable bidding two No Trumps over a partner's one. See page 207.

The Third Hand should bid two of a Minor suit over Dealer's one of a Major when, short in the Major and without other assistance for a No Trump, he holds a long and strong Minor. The original bidder can then use his judgment; whether to allow the Minor to stand, to return to his own suit, or to shift to No Trump. This is a situation which is too often overlooked. Dealer bids one Heart or one Spade, Second Hand passes, and Third Hand, holding some such hand as—

Spades	X-X;
Hearts	X-X;
Diamonds	Ace-King-Ten-X-X;
Clubs	X-X-X-X;—

reasons that a Major is more apt to go game than a Minor and that his Ace-King of Diamonds will help his partner's Major. So he passes, instead of bidding to deny his partner's suit as he should do whenever he has less than three small cards in it and has a bid in another suit. Instead of passing, Third Hand should realize that if Dealer is so long or strong in his Major that trump assistance is not needed, he will return to the Major; but if Dealer have a 4-card Major or a Major selected instead of a No Trump merely because of Diamond weakness, Third Hand's Diamond bid is most essential.

A weakness Rescue of a Major bid of one should never be attempted; taking it out shows strength. A few examples follow, showing the proper method of bidding over partner's one of a Major suit.

THIRD HAND HOLDINGS, DEALER HAVING BID ONE HEART AND SECOND HAND HAVING PASSED

Spades	Ace-King-X-X-X;	Should bid one Spade. This hand cannot help Hearts, but Dealer may assist Spades.
Hearts	X;	
Diamonds	X-X-X-X;	
Clubs	X-X-X;	

Spades	Ace-King-Jack-X-X;	Should pass. This hand can help Hearts; that aid would be denied by the bid of a Spade. So strong that preempting by jumping partner's Heart is not advisable.
Hearts	King-X-X-X;	
Diamonds	Queen-Jack-X-X;	
Clubs	None.	
Spades	Ace-King-Queen-X-X;	Should pass. Same reasoning as previous hand.
Hearts	Jack-Ten-X-X;	
Diamonds	Ace-X-X;	
Clubs	X.	
Spades	Ace-King-Queen-X-X;	Should pass. Too much help for Hearts to deny the suit.
Hearts	Jack-Ten-X;	
Diamonds	X;	
Clubs	X-X-X-X.	
Spades	Ace-Queen-Jack-X;	Should bid one Spade; important to deny Hearts and Spade strength just enough for a bid.
Hearts	X-X;	
Diamonds	X-X-X-X;	
Clubs	X-X-X.	
Spades	X-X-X;	Should bid two Diamonds; same reason as for Spade bid in previous hand.
Hearts	X-X;	
Diamonds	Ace-King-Jack-X;	
Clubs	X-X-X-X.	
Spades	None;	Should bid four Hearts.
Hearts	King-Jack-X-X;	
Diamonds	X-X-X-X;	
Clubs	Ace-King-Queen-X-X.	
Spades	Jack-Ten-X-X-X;	The combined hands might do better with Spades than Hearts, but to bid a Spade would show strength. A Rescue is deceptive, and probably unnecessary as Fourth Hand is apt to bid.
Hearts	X;	
Diamonds	X-X-X;	
Clubs	X-X-X-X.	

Spades	X-X-X;	Should pass; reason for not bidding Clubs is same as for not bidding Spades in previous hand.
Hearts	X;	
Diamonds	X-X-X;	
Clubs	Ten-X-X-X-X-X.	
Spades	Ace-Ten-X-X-X;	Should bid one No Trump.
Hearts	Jack-X;	
Diamonds	King-Jack-X;	
Clubs	Queen-Jack-X.	
Spades	Ace-X;	Should bid one No Trump.
Hearts	X-X;	
Diamonds	X-X-X-X;	
Clubs	Ace-King-Queen-X-X.	
Spades	X-X-X-X;	Should bid one No Trump.
Hearts	X-X;	
Diamonds	King-Jack-X;	
Clubs	Ace-X-X-X.	
Spades	Jack-Ten-X-X;	Should bid one No Trump.
Hearts	X;	
Diamonds	Queen-X-X-X;	
Clubs	Ace-Jack-X-X.	
Spades	Queen-X;	Should bid two Hearts.
Hearts	Queen-X-X-X;	
Diamonds	Ace-X-X-X;	
Clubs	Jack-X-X.	
Spades	X-X-X;	Should bid two Clubs.
Hearts	X-X;	
Diamonds	X-X-X;	
Clubs	Ace-King-Queen-X-X.	

WHEN DEALER HAS BID MORE THAN ONE OF A MAJOR SUIT

The bid of two or more of a Major suit by the initial bidder is practically a command to the partner not to overcall. Third Hand should not

change such a declaration unless convinced beyond reasonable doubt that his holding is so unusual that he is warranted in disregarding the order which has been issued. Weakness in the partner's suit and strength in the other Major suit is far from being a sufficient justification; the initial bidder is probably pre-empting in one Major to shut out the other.

To take out two of a Major suit with the other Major suit is tantamount to saying, "Partner, I know you are trying to prevent this bid but I am strong enough to insist upon it." Such action is only justified by a high honor-score or a sure game.

Unless holding four or five honors and such other strength that the game is assured, it is obviously absurd to overbid two Hearts or Spades with three of a Minor.

Four Aces is practically the only holding which justifies overbidding two of a Major with two No Trumps.

Hands frequently occur with which it is advisable to jump an initial Major bid from two to three or four, or from three to four. The initial bid shows a desire to pre-empt and, if the partner really have helping strength, it is wise for him to announce it. A few examples follow.

THIRD HAND HOLDINGS, DEALER HAVING BID TWO HEARTS AND SECOND HAND HAVING PASSED

Spades	Ace-Queen-X-X-X-X;	Should pass.
Hearts	X-X;	
Diamonds	Ace-King-X;	
Clubs	X-X.	
Spades	Ace-King-Queen-Ten-X-X;	Should bid two Spades.
Hearts	X-X;	
Diamonds	X-X;	
Clubs	X-X-X.	
Spades	X;	Should bid three Hearts.
Hearts	X-X-X-X;	
Diamonds	X-X;	
Clubs	Ace-King-Queen-Ten-X-X.	
Spades	X;	Should bid three Clubs, game seems more probable than at Hearts.
Hearts	X;	
Diamonds	King-X-X-X-X;	
Clubs	Ace-King-Queen-X-X-X.	
Spades	X-X-X-X;	Should bid three Hearts.
Hearts	Ace-King-X;	
Diamonds	King-X-X-X;	
Clubs	X-X.	
Spades	Ace-X-X;	Should bid three Hearts.
Hearts	Ace-X-X;	
Diamonds	King-X-X;	
Clubs	Queen-Jack-X-X.	
Spades	None;	Should bid four Hearts.
Hearts	Ace-King-X;	
Diamonds	Ace-King-Queen-X-X-X;	
Clubs	X-X-X-X.	

A SCORE COMPLETELY ALTERS THE SITUATION

Whenever the bidder has *any* score, no matter how small, Minor suits are at least as near game as Majors are at love. They should, therefore, receive the same treatment.

With a score which insures a game if nine tricks (three odd) be won with a trump contract, it is generally wiser with a strong 5-card holding to bid that suit than to decline to overcall the No Trump. The same principle is even more sound when eight tricks (two odd) are all that are needed for the game with either a trump or No Trump. This is the case with the following scores:

12–19 inclusive, with Spades the trump under consideration.

14–19 inclusive, with Hearts the trump under consideration.

16–19 inclusive, with Diamonds the trump under consideration.

18–19 inclusive, with Clubs the trump under consideration.

When one trick with either a trump or No Trump will win the game, it is generally foolish to advance the amount of the contract by taking out with a two-bid unless a blank suit or a probable increase in the honor score justifies such action.

XIV

LATER FOURTH HAND BIDS

"Fourth Hand", as used in this chapter, means the player on Dealer's right. See the comment at the beginning of Chapter XIII, page 185.

A Fourth Hand bid after three passes is an original Fourth Hand bid; it is considered in the chapter on that subject. See page 110.

A Fourth Hand bid, after two passes and a bid by Third Hand, is practically the same as a Second Hand Following Bid. See Chapter XII, page 176.

A Fourth Hand bid after a pass by Dealer, a bid by Second Hand and a pass by Third Hand is practically the same as a Third Hand raise or take-out. See page 186.

A Fourth Hand bid after two or three previous bids is considered in Chapter XV, page 226.

The only remaining situation in which Fourth Hand has a chance to make a Following Bid is after a bid by Dealer, followed by two passes. This position is different in three respects from that of Second Hand bidding after Dealer (see page 176). The differences are:

(1) Fourth Hand's pass would close the bidding and Dealer would become Declarer.
(2) Fourth Hand's partner has declined to bid.
(3) Second Hand, not Fourth Hand, will have the lead in case Dealer's bid is not overcalled.

Against Dealer's suit-bid, the declaration of Fourth Hand is in most cases clearly indicated. To bid a suit of his own he should have considerable strength (much more than is required for Second Hand over Dealer) because his partner has passed the opportunity to make a Following Bid (see page 176), and is probably quite weak. To bid No Trump, Fourth Hand should have two stoppers of the adverse suit and at least four other high cards.

Against Dealer's No Trump, Fourth Hand if quite strong, should double or bid as the hand may indicate; but with only moderate strength there is just as much reason for caution as when overcalling Dealer's suit-bid. In both cases the partner has passed and, unless Fourth Hand has considerable strength, the situation is desperate. A bid with a weak hand stands little chance of finding game-going assistance in partner's hand and may give the partner of the No Trump

bidder a chance to make a profitable Business Double. On the other hand, passing the No Trump refuses the only opportunity to show the partner which suit should be led against it. The question of whether the game can be saved often hinges upon which suit is opened. If Fourth Hand have a suit which may be easily established, it is important that it be led; and the only way to ensure the lead is to make a lead-indicating bid.

It has been pointed out (page 178) that Second Hand, having the lead and being able to open the suit dangerous to the No Trump, should rarely bid a suit over Dealer's No Trump; in the case of Fourth Hand, a bid is the only way to ask for the lead of the suit most apt to menace the success of the No Trump. The exact holdings which Second Hand should refrain from bidding because of having the initial lead, are the ones Fourth Hand should bid for lead-directing purposes. A table of such suits follows:

TYPES OF FIVE-CARD SUITS WHICH, DEALER HAVING BID NO TRUMP, SHOULD BE PASSED BY SECOND HAND, BUT BID BY FOURTH HAND

Solid Suit.

Ace-Queen-Jack-X-X.

King-Queen-Jack-X-X, especially with re-entry.

Ace-Queen-Ten-X-X.
Ace-Jack-Ten-X-X.
King-Queen-X-X-X with re-entry.
King-Jack-Ten-X-X with re-entry.
Queen-Jack-Ten-X-X with re-entry.

A bid made by Fourth Hand, after a No Trump by Dealer and two passes, may therefore be mainly a lead-indicator and Second Hand should so construe it unless Fourth Hand re-bid.

XV

OTHER LATER BIDDING

After disposing of the bidding situations covered by the preceding chapters, the question of what should be done in the remaining situations is more complicated. So many bids and passes have occurred (some of which may induce further bidding and others of which may warn against it) that it is difficult to frame rules.

There are, however, a few additional principles which should be remembered during the later bidding. The most important of these follow.

DO NOT ADVANCE YOUR PARTNER'S BID UNLESS YOU HAVE GREATER STRENGTH THAN HE EXPECTED

It is most difficult for the beginner to determine when he should assist his partner's declaration. The player who is too timid loses many opportunities both to play declarations that can be made and to induce adversaries to undertake contracts they cannot fulfil. The player who is too bold is continually overestimating the strength of his cards and creating disaster for his partnership.

A player who has bid *one* and declined to raise his own declaration from one to two has probably

made his original bid with little more than the minimum strength that justified it. His bid has been based upon the expectation of receiving average assistance from a partner who had not at that time had an opportunity to show either weakness or strength. Therefore, unless that partner have more than average assistance, he should not assist.

The partner of a No Trump bidder should not bid two No Trumps over an adverse suit-bid unless satisfied that his hand will at least ensure against serious loss. Except in the unusual case in which his hand is so strong that he is satisfied the No Trump bid could not have been made without strength in the adverse suit, the partner should not advance to two No Trumps unless he himself can stop it. As a general rule he should not bid two No Trumps unless he have at least one trick in the adverse suit, one other sure quick trick, and a reasonable expectancy of more.

For example, suppose the bidding to have been one No Trump, two Clubs; and the partner of the original No Trump bidder holds—

Spades	X-X;
Hearts	X-X-X;
Diamonds	Ace-Queen-X-X-X;
Clubs	Ace-X-X.

The two Aces are quick sure tricks, one in the adverse suit; and the remainder of the Diamond holding contains sufficient possibilities to warrant two No Trumps. Change the hand slightly by substituting a small Diamond for the Queen of Diamonds, and the probability of establishing Diamonds is so materially decreased that the extra strength necessary to bid two No Trumps is lacking and it is safer to pass. Should the hand be—

Spades	Ace-X-X;
Hearts	X-X;
Diamonds	Ace-Queen-X-X-X;
Clubs	X-X-X;—

the sound bid over two Clubs would be two Diamonds.

A few more examples follow:

HANDS HELD BY THIRD HAND, DEALER HAVING BID ONE NO TRUMP, SECOND HAND TWO CLUBS

Spades	X-X-X;	Should pass. No "reasonable expectancy" of more than two tricks.
Hearts	Ace-X-X;	
Diamonds	X-X-X-X;	
Clubs	Ace-X-X.	
Spades	Ace-X-X-X;	Should pass. Neither the unguarded Jack nor the five weak Diamonds constitute a "reasonable expectancy."
Hearts	Jack;	
Diamonds	X-X-X-X-X;	
Clubs	King-X-X.	

Spades	Ace-X-X;	Should bid two No Trumps. The Diamonds are a "reasonable expectancy."
Hearts	X-X;	
Diamonds	Queen-Jack-X-X-X;	
Clubs	King-X-X.	
Spades	X-X-X;	Should bid two No Trumps. The two Jacks together constitute a "reasonable expectancy."
Hearts	Ace-Jack-X;	
Diamonds	Jack-X-X-X;	
Clubs	King-X-X.	
Spades	Ace-X-X;	Should bid two Diamonds.
Hearts	Queen-X-X;	
Diamonds	King-Queen-X-X-X;	
Clubs	X-X.	
Spades	Ace-X-X;	Should pass. No stopper in adverse suit, and Diamonds too weak to bid.
Hearts	Queen-Jack-X;	
Diamonds	Ten-X-X-X-X;	
Clubs	X-X.	
Spades	Ace-X-X;	Should pass. No stopper in adverse suit, and no available suit-bid.
Hearts	King-Queen-X;	
Diamonds	Jack-X-X-X;	
Clubs	X-X-X.	
Spades	X-X-X;	Should pass. It would be a fatal mistake to double or bid two No Trumps. The Club bidder is obviously making a bluff bid. With some other 6-card solid suit, he is bidding Clubs expecting two No Trumps will be bid which he would double. If the Clubs are doubled he will shift to his real suit. When this bid is recognized it should be passed and slaughtered.
Hearts	X-X-X-X;	
Diamonds	X;	
Clubs	Ace-King-Jack-Ten-X.	

Spades	King-X-X;	Should pass. The three possible tricks are not sufficiently dependable. An adverse game in Clubs is hardly possible; winning a game in No Trumps, improbable unless Dealer is strong enough to bid again or to double.
Hearts	X-X-X;	
Diamonds	Queen-X-X;	
Clubs	Queen-X-X-X.	
Spades	X-X-X;	Should bid two Hearts.
Hearts	Ace-King-X-X;	
Diamonds	King-X-X-X;	
Clubs	X-X.	
Spades	Queen-X-X;	Should bid two No Trumps.
Hearts	X;	
Diamonds	Ace-King-X-X-X;	
Clubs	Jack-Ten-X-X.	

It requires less strength than in the cases considered above to assist when the partner has either—

(*a*) Opened the bidding with two No Trumps;

(*b*) Re-bid his one No Trump;

(*c*) Bid the No Trump (Fourth Hand) after three passes.

In cases (*a*) and (*c*) any strength, in addition to one stopper in the adverse suit, justifies a raise. In case (*b*) a stopper in the adverse suit is not essential because the No Trump bidder has it stopped and any strength (even a Jack) in addition to one raiser (page 231) is sufficient.

WHAT CONSTITUTES A "RAISER"

It is more difficult to determine what should be a raiser for a suit-bid than for a No Trump. In addition to high cards, length in the trump suit and the ability to ruff are material factors.

The following table shows the value, in raisers, of certain combinations:

Ace, King or Queen of trump suit, each	One.
A blank suit, provided the hand contain trumps for ruffing	Two.
A single-card suit, provided the hand contain trumps for ruffing	One.
A two-card suit, provided the hand contain trumps for ruffing	Less than one.
Two two-card suits, provided the hand contain trumps for ruffing	One.
A side Ace-King	Two.
A side Ace-Queen	More than one.
A side Ace-Queen-Jack	Two.
A side Ace	One.
A guarded side King of a suit which has been bid by the adversary on the right	One.
A guarded side King of a suit which has not been bid by the adversary to the left	Less than one.
A side King and Queen of the same suit	One.
A guarded side Queen	Much less than one.
Four small trumps	One.

Figuring on the basis of the above table, it is a question whether with just two raisers the partner's suit-bid should be raised. When both raisers are in the trump suit (*e. g.*, a trump honor and a

total of four trumps) a raise should not be made without a side raiser; but otherwise it should be made with any two of the above named raisers, *provided the hand contain at least three cards of the partner's suit* in which the raise is made.

With one or two small trumps it is wiser to deny partner's suit, by making some other bid, than it is to raise. One of the most common and fatal mistakes is raising because the hand contains side strength when it has less than three cards of the partner's suit. Suppose Dealer bids one Spade, Second Hand two Clubs, and that Third Hand holds the following—

Spades	X-X;
Hearts	King-Queen-X-X-X;
Diamonds	King-Queen-X-X-X;
Clubs	X.

Many players would bid two Spades, arguing that the two King-Queens plus the ability to ruff Clubs make the hand helpful for Spades. This is true, but it is dangerous to advance a suit-bid when the adversaries may have more of the suit than the bidder and his partner. In the case just given, bidding the Hearts tells the Spade bidder that his partner is short and weak in Spades but has Heart strength. With that information, he

can continue his Spades if so long and strong that his partner's shortness and weakness does not matter; or he can assist Hearts if that bid fit; or he can bid Diamonds or No Trump as his hand may dictate. He is therefore enabled to make the most intelligent bid as he has received accurate information concerning the character of his partner's hand; information much more exact and totally different from that which a bid of two Spades would have conveyed. Of course Third Hand should not bid another suit if it be weak, nor should he bid a strong suit if he have length in the original Major.

The hand may sometimes occur in which an intervening adverse suit-bid precludes a No Trump and in which the partner has no suit long enough to bid, and which has material help for the original suit although short and weak in it. With this type of hand he should have at least three raisers to advance, if he have only X-X in the original suit; with a small singleton in the original suit, he should pass if he have no other bid.

With two raisers and but X-X in the suit, a partner's unassisted bid of two may be advanced to three, whether the two was declared originally or bid one at a time. With X-X in the partner's suit, two raisers should be sufficient to aid, to the

extent of one, a partner who opens the bidding Fourth Hand.

To re-state the proposition: the partner's suit-bid of one should be advanced with two raisers whenever the raising hand contains three trumps. With two small trumps the advance should rarely be made; the exceptional hand which makes it advisable must contain at least three raisers plus possibilities. With one small trump, a bid of one should practically never be raised; four raisers plus possibilities might be said to justify it, but with such a hand some wiser bid invariably presents itself. A singleton Ace or King of the partner's suit justifies a raise, if it be accompanied by three other raisers.

In these days of 4-card suit-bidding, it is playing with fire to raise a partner's suit-bid of one when short and weak in his suit. When an initial bid is made with a 4-card suit and the partner raises with two cards of the suit, the adversaries have seven cards in the suit. These may readily be divided 5-2; if so, the probable result is not hard to predict.

Each additional raiser justifies an additional raise. The following examples may aid in elucidating the above.

HANDS WITH WHICH A PARTNER'S BID OF ONE HEART SHOULD OR SHOULD NOT BE ADVANCED, AN ADVERSARY HAVING BID TWO DIAMONDS

Spades	Queen-X-X;	Should pass.
Hearts	Ace-X-X;	
Diamonds	X-X-X;	
Clubs	Jack-X-X-X.	
Spades	Ace-X-X;	Should raise; the hand has three Hearts with two raisers.
Hearts	Ace-X-X;	
Diamonds	X-X-X;	
Clubs	Jack-X-X-X.	
Spades	Ace-X-X-X;	Having only two Hearts, should not raise from one to two, but should from two to three.
Hearts	King-X;	
Diamonds	X-X-X;	
Clubs	Jack-X-X-X.	
Spades	Ace-X-X-X;	Only one Heart, two side raisers; should not raise from one to two, but should from two to three.
Hearts	King;	
Diamonds	X-X-X-X;	
Clubs	Ace-X-X-X.	
Spades	Ace-X;	The Ace is one raiser and the hand has two elements of doubtful value, viz.: Shortage in Spades, and the Queen-Jack of Clubs. These are not sufficient to justify a raise.
Hearts	X-X-X;	
Diamonds	X-X-X;	
Clubs	Queen-Jack-X-X-X.	
Spades	Ace;	The singleton Ace, counting at least two, plus the doubtful value of the Queen-Jack makes the hand unquestionably worth one raise.
Hearts	X-X-X;	
Diamonds	X-X-X-X;	
Clubs	Queen-Jack-X-X-X.	
Spades	Ace-X-X;	Should pass.
Hearts	X-X;	
Diamonds	X-X-X;	
Clubs	King-X-X-X-X.	

Spades	X-X-X;	Should pass. One honor in the suit bid and four cards in it do not make two raisers. To reckon it that way would count the same card twice.
Hearts	Ace-X-X-X;	
Diamonds	X-X-X;	
Clubs	X-X-X.	

Spades	Ace-X-X;	Should raise once.
Hearts	X-X-X-X;	
Diamonds	Jack-X-X;	
Clubs	Jack-Ten-X.	

Spades	Ace-X;	Should raise once.
Hearts	X-X-X-X;	
Diamonds	X-X;	
Clubs	Jack-Ten-X-X-X.	

Spades	Ace-X;	Worth two raises.
Hearts	King-X-X-X;	
Diamonds	X-X;	
Clubs	Queen-Jack-X-X-X.	

Spades	Ace;	Worth three raises.
Hearts	King-X-X-X;	
Diamonds	X-X-X;	
Clubs	King-Jack-X-X-X.	

Spades	None;	This hand has about six raisers; it should go to five Hearts, but not higher unless the Diamond bidding make it safe to infer that the partner cannot have more than one Diamond. A player with an unusual number of raisers should always consider the number of losing cards in his hand.
Hearts	King-X-X-X-X;	
Diamonds	X-X-X;	
Clubs	Ace-King-X-X-X.	

Spades	X-X-X;	Should raise if adverse Diamond bid was on right, should pass after a Diamond bid on left.
Hearts	X-X-X;	
Diamonds	King-X;	
Clubs	Ace-X-X-X-X.	
Spades	Ace-X;	Worth two raises if the adverse Diamond bid was on raiser's right, worth one raise with it on the left.
Hearts	X-X-X-X;	
Diamonds	King-X;	
Clubs	King-X-X-X-X.	

DO NOT ADVANCE YOUR OWN BID FROM ONE TO TWO UNLESS YOU HAVE AT LEAST SIX TRICKS IN YOUR OWN HAND

Whether it be a No Trump[1] or a suit, *a player should not bid two originally with less than six tricks;* and the same rule applies whenever the original bidder is called upon to determine whether, without assistance from his partner, he should increase to two his own bid of one. In both cases the partner may have that much dreaded bust; therefore it is unwise to contract to take eight tricks unless at least six are assured.

Players who do not follow this rule may cite the case of an original one No Trump which is often bid with only three sure tricks plus possibilities and is a contract to take seven with a hand which may be four tricks short of that number. These players contend it is more conservative to bid

[1] Except with four Aces, in which case the desire to pre-empt so as to place 100 in the honor score may justify the bid.

eight with five in hand than seven with three in hand. At first glance this appears plausible, but it really is not sound.

It is of vital importance that at the beginning of the bidding the partner be informed as to the general character of bidder's holding and in the long run any reasonable risk for that purpose is well worth taking. The advance from one to two is different. The partner has received his information and will help if it be reasonably safe to do so. When the partner is without raising strength, a venturesome advance of his own bid by the original bidder is not apt to be of any benefit, and it may result in a severe penalty. Furthermore, it is important that this advance, when made, should give definite information so that the partner may have data which will enable him to push it further if his holding warrant. The partner is advised to advance a declaration from two to three with less strength than from one to two; consequently it is important that two should not be bid without sufficient justification. It is wise to make it a rule that upon the second round a player with less than six tricks will never advance his own bid from one to two.

A few examples follow:

HANDS WHICH HAVE BID ONE NO TRUMP AND HAVE BEEN OVERCALLED BY AN ADVERSE TWO HEARTS

Spades	Ace-X-X-X;	Should pass.
Hearts	Ace-Queen;	
Diamonds	Queen-X-X;	
Clubs	Ace-X-X-X.	
Spades	Ace-X-X;	Worth six tricks with the Heart bid on the right, less with it on the left. The location of the Heart bid should determine whether to re-bid or pass.
Hearts	King-Jack-X;	
Diamonds	X-X-X-X;	
Clubs	Ace-King-Queen.	
Spades	King-X;	Should bid two No Trumps.
Hearts	Ace-Queen-Ten;	
Diamonds	Queen-Jack-X-X-X;	
Clubs	Ace-Jack-X.	
Spades	Ace-Jack-X;	Should double, or bid three Diamonds.
Hearts	Ace-X;	
Diamonds	King-Queen-Jack-X-X;	
Clubs	King-Queen-X.	
Spades	King-Queen-X;	Should pass.
Hearts	King-X-X;	
Diamonds	Ace-Queen-X;	
Clubs	Queen-X-X-X.	
Spades	Ace-King-Jack-X;	Should bid two Spades.
Hearts	King-X;	
Diamonds	Ace-Queen-X;	
Clubs	King-X-X-X.	

HANDS WHICH HAVE BID A DIAMOND AND, AFTER TWO PASSES, FOURTH HAND HAS BID A HEART

Spades	X-X-X;	Should pass on this and all future rounds. The first bid showed the full strength of the hand.
Hearts	X-X;	
Diamonds	Ace-Queen-Ten-X-X;	
Clubs	King-Jack-X.	

Spades	Ace-King-X;	Should pass.
Hearts	X-X-X;	
Diamonds	Ace-Jack-X-X-X;	
Clubs	X-X.	

Spades	Ace-King-X;	Should bid two Diamonds.
Hearts	X-X;	
Diamonds	Ace-King-X-X-X;	
Clubs	X-X-X.	

Spades	Ace-X-X;	Should bid two Diamonds.
Hearts	X;	
Diamonds	Ace-Queen-Jack-X-X-X;	
Clubs	X-X-X.	

Spades	X;	Should bid two Clubs.
Hearts	None;	
Diamonds	Ace-King-X-X-X-X;	
Clubs	King-Queen-X-X-X-X.	

A PLAYER WHO HAS BID HIS FULL STRENGTH SHOULD REFRAIN FROM FURTHER BIDDING

A player who is considering whether to advance his own or partner's bid should be sure that he has not already shown his full strength. The temptation to "bid the same cards twice" is at times exceedingly strong. For example: Dealer bids one Heart holding King-Queen-X-X-X in Hearts and the Ace of Spades. Second Hand passes, Third Hand takes out with one No Trump and Fourth Hand bids two Spades. The original bidder is tempted to bid two No Trumps because

he has the adverse suit stopped, not considering that his partner in bidding the No Trump counted upon him for at least the amount of strength evidenced by his original bid, and that his Ace of Spades is merely the equivalent for his failure to hold the Ace of Hearts.

Any number of such examples may be given. Dealer bids one Heart, holding—

Spades	Ace-X-X;
Hearts	Ace-Jack-X-X-X;
Diamonds	X-X;
Clubs	X-X-X.

Second Hand bids one Spade, Third Hand two Hearts and Fourth Hand two Spades. Some players would seriously consider bidding three Hearts, but such action would not be justified; the hand is really a border-line Heart, and any further advance should come from the partner. The full strength of the hand has already been shown; to bid three would be to announce tricks it does not possess. Varying the holding slightly, changes the situation. Two examples follow:

Spades	Ace-X-X;
Hearts	Ace-Jack-X-X-X;
Diamonds	None;
Clubs	Queen-Jack-X-X-X.

Spades	Ace-X;
Hearts	Ace-Jack-X-X-X-X;
Diamonds	X;
Clubs	X-X-X-X.

In the first case the absence of Diamonds and the Club assistance; in the second, the extra Heart and the Diamond singleton; constitute strength not originally announced and, the partner having raised, warrant a bid of three. But when the full story has already been told, to bid the same strength twice is the act of an Auction Ananias. This error is so common, even among good players, that advice regarding it cannot be stated with too great emphasis.

One more example may not be superfluous. Dealer bids one No Trump, holding—

Spades	Ace-X;
Hearts	Queen-Jack-X;
Diamonds	King-Jack-X-X;
Clubs	X-X-X-X.

Second Hand bids two Spades, the partner two No Trumps, Fourth Hand three Spades. To bid three No Trumps would be unsound, as the full strength was shown by the first declaration. The same cards will not win twice and should not be bid twice. When the entire strength of the hand

has once been declared the partner knows much better than the original bidder how far the combined hands may safely venture and the responsibility should be placed upon his shoulders.

FLAG-FLYING

The practice generally called Flag-Flying is the overbidding of an adverse bid which, if allowed to stand, would permit the adversaries to win a game. The Flag-Flyer knows that his holding does not justify his bid; but he hopes that he may force the adversaries to a contract they cannot fulfil, or that (if they do not overcall) his loss will be less than that which he would sustain should they go game. This subject is considered in the next chapter under the head of "The value of a game."

XVI

THE VALUE OF A GAME

At times the Auction Bridge player finds himself in the pleasing situation in which he is confident that he can either defeat the adverse declaration, or win the game by overbidding with a higher declaration of his own. This forces him to determine whether the game is worth more than the bonus which the double will produce. At other times the situation is reversed and the player fears that his opponents will go game with their bid, and that he cannot make good his contract should he overcall. Then he has to decide whether, in order to save the game, it is advisable to indulge in a practice generally known in Auction parlance as "flag-flying." This, in plain English, is making a hopeless bid with the idea that it will force the opponents to a contract they cannot fulfil; or, if it be left in, that the loss will be less than the value of the game the adversaries would have won. In order to properly decide either of these questions the Auction player must know the exact value of a game so that he can accurately estimate how

much he is giving up in the first case, or how much he is saving in the second.

The main difficulty that presents itself to those who cannot rightly estimate the value of a game seems to attach to the second game of the rubber. Many players, when they have lost the first game, think that they should plunge if necessary to avoid losing the second game and the rubber. The fact is, on the contrary, that the second game is no more (and no less) worth saving than the first one. It is the *rubber* game (the third game, played only when each side has won one) that has the double value. When a rubber is half won for one side and half lost for the other (which is the situation after the first game has been played), the chances that one side have of recovering their lost half-rubber are no more valuable than the chances the other side have of winning a second half-rubber. The second game means half a rubber the same as the first game—and each game is consequently worth half of 250, or 125. With the rubber game it is different. There the prize for winning a single game is the whole rubber and the single game is consequently worth 250.

Taking a loss of more than 100 points for the sake of "keeping the rubber open" by flag-flying

on the second game, is a plain case of paying for a thing more than it is worth. After the second game has been saved, the chances of winning the rubber are still precisely what they were before—3 to 1 against; and the opponents have added to their "velvet" whatever the flag-flying venture has cost. Put it another way: Out of every four flag-flying ventures; will come one rubber won and, at best, a small score; and three rubbers lost, with a large score for the opponents. The privilege of trying for one rubber out of four may be worth a sacrifice of 100 points; but it certainly is not worth (what it usually costs) anywhere from 200 to 500 points.

It is not wise to double instead of winning the first or second game, unless the double will win net (that is the amount of penalty less honors scored by the other side) more than 125 over the points, tricks and honors that would be scored with the game. This means that scoring 100 instead of a first or second game is always a losing proposition, 200 may show either a small loss or gain, but 300 is generally a profitable transaction. Upon this basis of figuring, it is not wise to double (instead of winning the third game) unless the double will win at least 400. Conversely; it is wise to

lose 100 instead of allowing the opponents to win either the first or second game, or to lose 200 (or, if the honor score involved be large, 300) instead of allowing the adversaries to win the third game.

These figures should be given due consideration whenever any of these situations occur in actual play; but while the mathematical part of the proposition as given above is sound, there are one or two points regarding which the player must be convinced before he refuses a profitable double or offers a flag-flying sacrifice.

These points are:

(*a*) Before giving up a double the bidder should be confident—

(1) That it will not net more than he anticipates,

(2) That game is sure in the declaration he is making;

(*b*) Before he makes a flag-flying bid he should be convinced—

(1) That it will not cost more than he estimates the sacrifice to be worth,

(2) That the adversaries will positively go game unless overcalled.

It is obviously most foolish to be set 100 or 200, to keep the opponents from making some trivial

score, such as 24 with 32 honors; or to give up a double worth several hundred merely to fall a trick short of game or, worse still, to fail to make the contract.

PART TWO

THE PLAY

I

THE LEAD

In the play of every Auction deal there are thirteen leads, one to each trick. The lead to the first trick is called the "original lead"; it is made by the player on the Declarer's left *before* the Dummy has been exposed on the table and for that reason it is sometimes called the "blind lead."

The original leader, when his partner has bid, has the opportunity to select for the lead either his own suit or the one named by his partner. When the leader's partner has not bid, the leader has to be guided solely by the contents of his own hand in selecting the suit with which to open the play.

It therefore is obvious that there are two classes of original leads:

(1) Leads made when partner has bid;

(2) Leads made when partner has not bid.

Each of these classes must be subdivided into leads against No Trump contracts and leads against suit contracts.

The best method of fighting a No Trump contract is to try to establish and bring in a long

suit; against a suit contract there is little advantage in establishing a suit because the established cards will not win tricks unless Declarer's trumps can be exhausted, which is rarely possible. Therefore, against a suit contract the scheme of the leader should be to win tricks with his own and his partner's high cards before the Declarer gets any discards, or in other words to cash the high cards of his side as quickly as possible. Against a No Trump contract his main object should be to establish his own or his partner's suit, so as to win tricks with low cards as well as with high ones.

The four different sub-divisions of leads will be considered in the following order:

1. Leads at No Trump when partner has bid;
2. Leads at No Trump when partner has not bid;
3. Leads at a suit declaration when partner has bid;
4. Leads at a suit declaration when partner has not bid.

One rudimentary principle in leading applies to the leads of Queen, Jack, Ten or Nine, no matter when or how made. The lead of any one of these cards denies the presence in the leader's hand of the card next in order above the card led. For

example, the lead of a Queen negatives the possibility that the hand contains the King but makes the holding of the Jack quite probable. In other words, with the exception of King with Ace-King, a high card is never led if the card immediately above it be in the leader's hand. A sequence is always (with the one exception of Ace-King) opened by leading the top.

LEADS AT NO TRUMP WHEN PARTNER HAS BID

It is easier to establish a suit by leading toward it than by leading from it; so unless the leader is satisfied that his own suit is much stronger than his partner's, it is generally the part of wisdom for him to open his partner's suit.

When the leader has any strength in his partner's suit, he should open it unless he have a solid suit of his own. Even when weak in his partner's suit, the leader should open it unless convinced that his own affords a more potent weapon for the attack. There are four conditions which justify that conviction, viz.:

(*a*) When the partner has advanced the leader's bid.

(*b*) When the leader's suit is headed by Ace-King-Queen.

(*c*) When the leader has a re-entry and has a suit headed by King-Queen-Jack or King-Queen-Ten.

(*d*) When the leader has only a singleton of his partner's suit and has a suit of his own, with re-entries to aid in its establishment.

With one or two holdings it is advisable for a player to open his own suit, lead it once, and then shift to his partner's suit. This is the case with Ace-King-Jack, or with King-Queen-Jack-X-X. With the former holding, most important information can be conveyed to the partner without delaying the establishment of his suit; with the latter, the Declarer will generally let the King win and the partner's suit can then be led. The lead of the King from either of these holdings is advisable even when the hand contains no possible re-entry.

The above named holdings are practically the only combinations with which the partner's suit should not be led on the first trick.[1] Innumerable tricks, games, and rubbers have been thrown away by a leader who, considering solely his own hand, has started with his own long suit in preference to

[1] Except under one of the four conditions mentioned above.

that of his partner. Even experienced players will sometimes open a comparatively weak suit, in preference to the suit bid by the partner.

When a player who understands modern bidding has bid a suit originally, it can be counted upon for both length and strength and, unless the suit be nearly solid, his hand must contain at least one re-entry. The leader, by his opening, should attack the opponents where they appear to be most vulnerable. A No Trump contract is very likely to spell game unless some suit can quickly be established against it. In order to establish this suit, it is generally necessary to start it at once. Therefore, making the right original opening is probably the only opportunity to save the game; wasting one lead generally results most disastrously. When the leader selects his own suit in preference to his partner's he should be able to say, "In spite of the strength you have announced, I am reasonably sure that we have a better chance to establish this suit than yours."

As a rule, however, the leader does not have sufficient strength to support such a statement and, when he elects in favor of his own suit, he probably does it through ignorance or else the

real message conveyed by his lead is: "Partner, I know that you have considerable strength and may have bid expressly for the purpose of asking me to lead your suit; but I selfishly prefer to consider my own cards only, rather than to co-operate with you."

The fact that Declarer bid the No Trump after the suit-bid of the leader's partner, apparently with the expectation that the suit named would be led, does not make it advisable for the leader to attempt to surprise Declarer by some other lead. It is true that under these conditions Declarer expects that suit to be led, but it often happens that it is the only opening he fears, and that he has made the bid with the hope that the Dummy may aid in the defense against it. Declarer may have the adverse suit stopped but once, and leading it may save the game even if it do not defeat the contract. It is a short-sighted or unduly sanguine leader who selects a long, weak suit of his own, on the wild chance that his partner, instead of the No Trump bidder, has the missing high cards.

When the leader's partner has declared two suits the leader should select the one in which he can render the greater assistance.

How to Open Partner's Suit

In leading a partner's suit against a No Trumper great care should be exercised in selecting the card. The object in leading the suit is to strengthen the partner and it is more important to do that—and also, when the leader has no winning card in the suit, to show the partner the leader's highest card—than it is to post him regarding exact length. Holding either two, three or four of a partner's suit, with no card higher than a Ten, the highest should be led, followed on each succeeding trick by the next in order; the lowest being retained until the last. In case the leader holds (of his partner's suit) three or four cards headed by Ace, King or Queen; or four, headed by the Jack; he should lead the lowest card. Declarer having bid No Trump after the suit in question was bid, must be under the impression that he has the suit stopped; he may think he has it stopped twice. That would be the case with many holdings if the leader should lead his highest card, whereas by leading his lowest card he is able, on a later round, to capture a card with which Declarer expected to win a trick and to stop the suit. Jack-X-X presents a doubtful lead but should probably be opened low; Jack-9-X

should unquestionably be opened with the small card, as Declarer may have some such holding as King-Ten-X-X or Queen-Ten-X-X. Jack-Ten-X or Jack-Ten-X-X should be opened with the Jack.

The only objection which can be advanced against the low lead is that a careless partner may place all the higher cards in Declarer's hand. If partner understand modern leading he should be able to diagnose the situation correctly and should win the first trick, if he can, and lead back a low card.

Another exception to leading the top of partner's suit occurs when a holding of five makes it possible that the leader may be longer than the partner who may have bid with only four; in this case the fourth best should be led.

In the exceptional case in which the stopper in the suit is apparently in the Dummy; *e. g.*, when Dealer has bid No Trump, Fourth Hand has bid a suit, Dealer has passed, and Third Hand has bid two No Trumps; the highest card of the suit, regardless of length, should be led through the announced strength.

LEADS AT NO TRUMP WHEN PARTNER HAS NOT BID

When his partner has not bid, the leader against a No Trump should open his longest suit

except in the very unusual case in which it has previously been bid by an opponent. In that case the leader must use his judgment in selecting the suit to lead. If the leader have two long suits, he should pick the stronger unless he has declared it and has not received support from his partner; in that case it is generally wise to try the other.

A doubtful exception to the lead of a long suit against a No Trump occurs when the leader has declared that suit, has not been helped by the partner, and the No Trump has been subsequently bid to the right of the leader. In this situation, with a tenace in the long suit, it is sometimes justifiable to attempt to put the partner in by leading another suit so that he may lead through Declarer's strength in the suit bid by the leader. This, however, is a dangerous expedient when the partner has not bid and a short suit has to be opened. Should the partner be unable to win the first trick of the suit selected, he may be forced to sacrifice one of his high cards; in that event nothing is gained and the advantage of the lead is transferred to Declarer. If the suit be headed by a double tenace (Ace-Queen-Ten) and Declarer hold King-Jack and one small card, it

will take two leads to establish the suit. It is not likely that a partner without sufficient strength to bid will be able to get in twice, so it is generally better to open a tenace suit even when it has been bid by the leader. When it has not been bid, leading it is most essential, as partner would not otherwise know which suit to lead when he has the opportunity.

The card which a leader should start with sometimes depends upon whether or not he holds a re-entry. A re-entry in this connection means either an Ace or King, unless the suit containing the King has been bid to the left of the leader; in that case the King cannot be expected to win unless accompanied by the Queen. A Queen, even with Jack and one other, is too remote to be considered a re-entry; because the suit containing it may not be led three times.

The lead varies, depending upon the presence of a re-entry, because the object of the leader against a No Trump is not only to establish the suit led, but also, after it has been established, to be able to get the lead and win tricks with the small cards of the suit. An established suit without an entry card is obviously useless, so the card which should be led is the one most apt to

establish *and make* the suit. With Ace-King-X-X-X in the leader's hand, it is probable that Declarer (who has bid No Trump) has Queen-X-X; leading Ace, then King and then small would establish the suit; but if the hand be without an entry nothing would be accomplished. The aim of the leader is to make four tricks, not two, with the suit; if he lead small he will probably take out the adverse stopper and his partner, who probably has an entry, can lead the suit when he gets in. This will make it possible to run the suit and to win four tricks in it.

The leader also knows that Declarer will, if possible, hold up a winning card of leader's suit until the partner of the leader is unable to return the suit. Therefore, if the leader be without a re-entry, he must do all in his power to force the winning card from Declarer's hand as early in the play as possible. When he has a re-entry, he may play much more fearlessly. For example, take a 6-card suit headed by Ace-Queen-Jack. The most advantageous lead from this combination is the Ace (as an opponent may hold an unguarded King) and, with a re-entry, that is the lead. But without a re-entry, the leader should open with the Queen so as to establish the suit

while the partner, who probably has an entry, still retains a card of it.

An important convention, which is only used when opening against a No Trump, is that the original lead of an Ace calls for the partner's highest card. The Ace should therefore be led from such a combination as a long suit headed by Ace-King-Jack-Ten; since the drop of the Queen will permit the suit to be run immediately. If the Queen be not in Dummy and the leader's partner do not play it, the leader can positively place it in the Closed Hand. Leader may then continue the suit or not as his judgment and the remainder of his hand may dictate.

The Ace should not be led unless the partner's best card, regardless of its size, should be desired; the partner, when the Ace is led, should play his highest even though it be King or Queen, unless the cards exposed in Dummy should convince him that the demand of the leader has not been justified and that complying with it will be trick-sacrificing.

Small Card Leads

Number-showing by the lead is only important when opening a small card against a No Trump; in that case the fourth best should always be led.

When this is done, the partner, with Dummy spread before him, can generally tell the exact number held by Declarer and so can determine whether or not to continue that suit. It sometimes happens that Dummy and Third Hand have together only four cards of the suit opened. If the leader by opening with his lowest shows that he held exactly four, Third Hand can mark his partner's suit as being the long suit of Declarer and decline to assist in its establishment. The lead of fourth-best is the only method of giving the warning. Without the information it conveys, Third Hand would continue the suit for the benefit of Declarer.

With more than four of a suit, it should never be opened with the lowest card. When a leader who can be relied upon to follow this convention opens with what must be his lowest card, he announces his exact number (four) and conveys information that may be of value to his partner.

	Dealer	Leader	Dummy	Partner of Leader
Spades	Ace-King;	10-7-6-3;	9-8-5;	Queen-Jack-4-2;
Hearts	Ace-8-5-4;	King-10-9;	Queen-Jack-7-2;	6-3;
Diamonds	Ace-9;	King-8;	Queen-7-5-4-3;	Jack-10-6-2;
Clubs	Queen-Jack-10-8-6.	Ace-9-7-5.	4.	King-3-2.

It will be noted that Dealer would play the hand at No Trump and that the original lead

would be the 5 of Clubs. The partner of the leader would win the first trick with the King of Clubs and would return Clubs were it not for the information he would receive from his partner's lead of his fourth-best Club. That lead would show the winner of the first trick that a second lead of Clubs would be really returning the Declarer's suit instead of the leader's. A return lead of Clubs would mean game for Declarer; a shift to Spades would make it impossible for Declarer to go game.

In the lay-out given above, if the partner of the leader can be sure that the leader has opened his suit with his fourth best, the necessity for the game-saving shift can be readily noticed. The lead is the 5, Dummy has the 4, the partner of the leader the 3 and 2. A lead of a fourth-best always shows three cards higher than the card led and possibly one or more cards lower. When there are no lower cards that the leader can hold, as in this case, the lead must have been from a 4-card suit. Whenever a lead is made from a 4-card suit and Dummy and leader's partner together have a total of only four cards in the suit, Declarer must have five.

This demonstrates the advantage of the fourth-

best lead; without the benefit of the information it conveys, the partner of the leader could not diagnose the situation and, crediting the leader with five or six Clubs, would feel obligated to return that suit.

When to Lead a High Card and When to Lead the Fourth Best

The table of leads against a No Trump declaration which begins on page 265 shows whether the lead should be a high card or fourth best from any given combination of cards. As the table is of necessity quite long, the following short explanatory rule may be of service.

With fewer than three honors, lead fourth-best.

With any three honors do not open fourth-best; lead the top of touching honors. Exceptions to this rule follow:

(1) Ace-Queen-Ten (three honors but no touching honors); lead fourth-best.

(2) Ace-King-Ten. Three honors with two touching; but leading the two high ones is dangerous. It will gain one trick when Declarer has Queen-Jack without a small card, or when Declarer has Queen-X, and Jack is held by leader's partner. It will be fatal, producing only two tricks in the suit instead of four, when Declarer

has Queen guarded. The last-named division of cards occurs much more frequently than the other two, so this combination is an exception to the general rule, and with it fourth-best should be led.

(3) Ace-King-Jack and *one other;* without a re-entry lead fourth-best; similar reasoning.

(4) Combinations in which King is led from Ace-King and one other honor (the King not being the top of touching honors); because the suit does not contain sufficient length and strength to justify the Ace lead which would demand that partner play his highest card. See page 260.

In all other cases with three honors, lead the highest of touching honors.

Without three honors always lead fourth-best unless an intermediate or head sequence of two or three cards makes the top card of the sequence (touching cards) the advisable opening. A list of such head sequences follows:

Queen-Jack-9
Jack-Ten-9
Jack-Ten-8
Ten-9-8
Ten-9-7

Lead Ten from all combinations of a high honor and Ten-9, such suits as:

Ace-Ten-9-X-X
King-Ten-9-X-X
Queen-Ten-9-X-X

How Leader Should Open His Own Suit Against a No Trump Declaration

Holding	With a Re-entry	Without a Re-entry
Ace, King, Queen, Jack, with or without others,	Ace	Ace
Ace, King, Queen, Ten, with one or more others	Ace	Ace
Ace, King, Queen, Ten	King	King
Ace, King, Queen, with three or more others	Ace	Ace
Ace, King, Queen, with one or two others	King	King
Ace, King, Jack, Ten, with two or more others,	Ace	Ace
Ace, King, Jack, Ten, with one other	Ace	Jack
Ace, King, Jack, Ten	King	Jack
Ace, King, Jack, with three or more others	Ace	Ace
Ace, King, Jack, with two others	Ace	4th best
Ace, King, Jack, with one other	King	4th best
Ace, King, Ten, with four others	Ace	Ace
Ace, King, Ten, with three others	King	4th best
Ace, King, Ten, with two others	King	4th best
Ace, King, Ten, with one other	4th best	4th best
Ace, King, Ten, Nine, with three others	Ace	Ten
Ace, King, Ten, Nine, with two others	Ace	Ten
Ace, King, Ten, Nine, with or without one other	King	Ten
Ace, King, and five others	Ace	Ace
Ace, King, and four others	King	4th best
Ace, King, and two or three others	4th best	4th best
Ace, Queen, Jack, Ten, with or without others,	Ace	Queen
Ace, Queen, Jack, with one or two others	Queen	Queen
Ace, Queen, Jack, with three or more others.	Ace	Queen
Ace, Queen, Ten, Nine, and three others	Ace	Ten
Ace, Queen, Ten, Nine, with less than seven	Ten	Ten

Holding	With a Re-entry	Without a Re-entry
Ace, Queen, Ten, and five others	Ace	4th best
Ace, Queen, and five others	4th best	4th best
Ace, Queen, and two, three, or four others[1]	4th best	4th best
Ace, Jack, Ten, with one or more others	Jack	Jack
Ace, Jack, with two or more others	4th best	4th best
Ace, Ten, Nine, with one or more others	Ten	Ten
Ace, Ten, Eight, with one or more others	4th best	4th best
King, Queen, Jack, Ten, with or without others	King	King
King, Queen, Jack, with one or more others	King	King
King, Queen, Ten, with one or more others	King	King
King, Queen, with five or more others	King	King
King, Queen, with four others	King	4th best
King, Queen, with two or three others	4th best	4th best
King, Jack, Ten, with one or more others	Jack	Jack
King, Jack, with two or more others	4th best	4th best
King, Ten, Nine, with one or more others	Ten	Ten
King, Ten, with two or more others	4th best	4th best
Queen, Jack, Ten, with one or more others	Queen	Queen
Queen, Jack, Nine, with one or more others	Queen	Queen
Queen, Jack, with two or more others	4th best	4th best
Queen, Ten, Nine, with one or more others	Ten	Ten
Jack, Ten, Nine, with one or more others	Jack	Jack
Jack, Ten, Eight, with one or more others	Jack	Jack
Jack, Ten, with two or more others	4th best	4th best
Ten, Nine, Eight, with one or more others	Ten	Ten
Ten, Nine, Seven, with one or more others	Ten	Ten

In all the Ace-King combinations, from which the Ace is the conventional lead, it is designated in preference to the King because the highest card of the partner is desired; when the King is

[1] With or without the Ten.

designated, the suit is not of sufficient strength to warrant asking for partner's best.

Special attention is called to the difference between the lead from King-Queen-X-X-X and from King-Queen-Ten-X-X. The first combination does not contain three honors and so the fourth-best card is led; the second contains three honors so the King (the top of touching honors) is the card to lead.

Other examples of combinations of three honors, including two or more that touch, from which the highest of the touching honors should be led are:

King-Queen-Jack;
Ace-Queen-Jack;
Ace-Jack-Ten;
King-Jack-Ten;
Queen-Jack-Ten.

The Rule of Eleven

The rule of eleven is a method by which the drawing of inferences may be simplified, when it is known that a player has selected for his opening lead the fourth-best card of those he held in the suit led. The rule derives its name from the fact that when the denomination of a fourth-best is subtracted from eleven, the remainder is equal to the number of cards of that suit, not in

the leader's hand, which are higher than the card led.

For example; if a 7 be led, there are four cards of the suit higher than the seven which are not in the leader's hand.

LEADS AT A SUIT DECLARATION WHEN PARTNER HAS BID

When a suit declaration is being played and partner has bid, the highest card of the partner's suit is generally the best lead.

With Ace-King-Jack in another suit, or even with Ace-King, the lead of the King before opening partner's suit is advisable. King-Queen-Jack in another suit justifies leading and continuing it in preference to partner's suit.

Except with the above named holdings, the partner's suit should be led unless the hand contains a singleton. The lead of a singleton when the hand is not as strong in trumps as Jack-X-X-X (with that much or greater trump strength a force should never be sought) is a gamble. Whether to lead a singleton in preference to partner's suit is therefore a question which a player must determine after considering the bidding and the composition of his hand. Leading a singleton to obtain a ruff may save game; or it may make

game easy for Declarer. It is impossible to give any fixed rule as to when a singleton should or should not be led.

LEADS AT A SUIT DECLARATION WHEN PARTNER HAS NOT BID

Against a suit declaration, the original lead of the longest suit is not imperative, strength being far more important than length. Many high-card combinations are opened with a card different from the proper selection against a No Trump; the idea being to win quick tricks with honors, not to establish small cards. The trump has been bid because of Declarer's length and strength; consequently the establishment of a suit against a trump declaration is infrequent.

The leader against a suit declaration should avoid opening a tenace suit,[1] regardless of its length. A suit with three honors in sequence, or an Ace-King suit, or (with less than Jack-X-X-X in trumps) a singleton of a suit that has not been bid, is apt to be the best lead.

When the leader has both the Ace and King of a suit, it is always well to lead the King, not only for the purpose of giving information and taking

[1] Unless it has been bid by partner.

a practically assured trick, but also to obtain a look at Dummy and a more advantageous sizing up of the situation.

When his partner has not bid, the leader need not hesitate about starting with a strengthening card of a short suit which has not been bid. He may also be justified, if weak in trumps, in asking for a force by leading the top of a two-card suit. This, while not nearly so desirable an opening as a singleton, is better than leading from a tenace. As has been stated above and is repeated in order to emphasize, *when the leader is as strong as Jack-X-X-X in trumps he should not ask for a force.*

The leader should bear in mind, as a vital principle, that against a suit declaration, a suit containing an Ace should never be opened originally unless the Ace (or King, if that card be also held) be led; he should observe this convention, regardless of the length of the suit. The knowledge that a leader can be relied upon not to have the Ace unless he lead it or the King, will be of material assistance to his partner in the play. It is sometimes very tempting to lead low from an Ace, hoping that the King may be found in Dummy, and that the partner's Queen may capture the first trick. This play will occasion-

ally prove successful, but in the long run it is a trick-loser. Closed Hand or Dummy will frequently hold a singleton King which the Ace lead will capture; the low lead will frequently encounter an adverse King-X and enable Declarer to win the first trick and discard his low card before the leader's Ace can take a trick.

One other lead, as an original opening, is conventional against a suit-declaration. It is the lead from a 2-card suit consisting of Ace-King. The Ace first, and then King, signifies no more of the suit, and a desire to ruff. The same information as to length of suit and desire to ruff is shown by the lead of the first Ace and then the Deuce or by the lead of first the Ace and then any card which must be the leader's lowest. With Ace-7-5-3 the lead of the Ace should be followed by the lead of the 7. This is known as the "Down and Out", the lowest card is held until the last so that the partner can tell when the original leader has played all the cards he held in the suit he opened.

The lead against a trump declaration, when the partner has not bid, is a disadvantage unless the hand contains an Ace-King combination, a three-card sequence, such as King-Queen-Jack or

Queen-Jack-Ten, or a singleton with a desire to ruff. When a hand does not contain any advantageous opening, a choice must be made between two or more disadvantageous ones; and the opening which promises to be the least disadvantageous selected. The disadvantageous leads include—

Tenace suits;
Suits headed by single honors;
Any suit of three or more cards, headed by a small card;
Doubletons;
Singleton Kings.

In order to avoid making a disadvantageous opening players at times lead—

(*a*) A trump up to Declarer;

(*b*) Through Dummy's strength (when Dummy has bid and been overcalled by Declarer).

Neither of these leads is desirable. The former may kill an honor in partner's hand which otherwise would have won a trick, or may lose for partner a chance to ruff; the latter may help Declarer to establish Dummy's suit and, what would be much worse, may afford the Closed Hand the opportunity to make one or more valuable discards.

Both these leads should be avoided, but the

former is more apt to be fatal than the latter. The trump lead is made all too frequently by a class of players who apply to Auction a foolish catch-word, once most inadvisedly used in Whist: "When in doubt, lead trumps." Leading trumps *up to* the Closed Hand in ninety-nine hands out of a hundred, is playing the game of the Declarer who, when left to his own devices, would have to lead *toward* or *away from* his strength. Only the thoughtless or ignorant adversary will accommodate the Declarer by doing for him something he cannot do for himself, viz.: lead trumps *up to* his strength.

OPENING LEADS AGAINST A TRUMP DECLARATION

Holding	Lead
Ace, King, Queen, Jack	King, then Jack
Ace, King, Queen	King, then Queen
Ace, King, Jack	King
Ace, King, and one or more others	King
Ace, King, without any others	Ace, then King
[1]Ace, Queen, Jack	Ace, then Queen
[1]Ace, Queen, and one or more others	Ace, then lowest
[1]Ace, Jack, Ten	Ace
Ace, and one or more small	Ace
King, Queen, Jack, with or without others	King
King, Queen, Ten, with or without others	King
King, Queen, with or without others	King

[1] These suits, unless declared by partner, should not be opened as they are disadvantageous leads against a Trump declaration.

Holding	Lead
[1]King, Jack, Ten, with or without others	Jack
[1]King, Jack, and one or more others	Lowest or 4th best
[1]King, Ten, Nine, and one or more others	Ten
[1]King, and two or more others	Lowest or 4th best
Queen, Jack, Ten, with or without others	Queen
Queen, Jack, Nine, with or without others	Queen
Queen, Jack, and two or more others	Queen[2]
Queen, Jack, and one or no others	Queen
Queen, Ten, Nine, with or without others	Ten
Jack, Ten, with or without others	Jack
Ten, Nine, with or without others	Ten

TABLE SHOWING COMBINATIONS FROM WHICH CERTAIN CARDS ARE LED AGAINST A TRUMP DECLARATION

Ace is led from	Ace, solus; Ace-King; Ace and any number of others lacking King.
King is led from	Ace-King and one or more others; Ace-King-Queen with or without others; King-Queen with or without others.
Queen is led from	Queen, solus; Queen-Jack with or without others; Queen-Jack-Ten with or without others; Queen-Jack-Nine with or without others; Queen-X.[3]

[1] These suits, unless declared by partner, should not be opened as they are disadvantageous leads against a Trump declaration.

[2] The fourth best is the conventional lead from this combination but, as the chances are that the suit will be ruffed on the third round if not earlier, a trick can generally be gained by leading the Queen whenever the King is in Second Hand and the Ace in the Third.

[3] This lead is not desirable.

Jack is led from	Jack, solus; King-Jack-Ten with or without others;[1] Jack-Ten-X; Jack-Ten-X-X; Jack-Ten-9 with or without others; Jack-Ten-8 with or without others.
Ten is led from	Ten, solus; Ten-9; Ten-9-8; Ten-9-7; Ten, "top of nothing."

The lead of the Ten as "top of nothing" (for example from Ten-8-4-3) is advocated by some while others prefer fourth-best.

All cards smaller than Ten are led as fourth-bests or tops of nothing.

While it would seem that the 9 could theoretically be led as a fourth-best, that lead is never made because with all holdings in which the Nine is the fourth-best, there is either:

(*a*) An Ace, which should be led.

(*b*) A combination of honors which calls for the lead of an honor; or a tenace, which makes it inadvisable to open the suit.

The fourth-best, not the 9, is led from King-9-8-X or Queen-9-8-X; so it is safe, when a 9 is led, to infer that it is the "top of nothing."

[1] This lead is not desirable.

II

PLAY OF THE DECLARER

When a beginner at Auction Bridge becomes the Declarer, and consequently is required to assume the interesting responsibility of playing both the Dummy and the Closed Hand, he should realize that he is in the position of a general directing the maneuvers of two armies each composed of thirteen divisions; and that, in order to be successful, a plan of campaign at the start is vitally necessary.

The inexpert Auction player plays the first few tricks promptly but aimlessly; then hesitates and, after some consideration when it is too late, realizes what he should have done. All of which he might have appreciated had he taken time to stop, look and reason before playing to the first trick.

As soon as the hand of the Dummy is exposed and before a card in it is touched, the Declarer should plan which cards should be played on the first trick and, if that trick be won, which suit should be led. At the same time he should go

further and scheme how he is to handle most advantageously the twenty-six cards which compose the combined hands. A few seconds taken then is apt to put the Declarer on the right track and save minutes of deliberation after some thoughtless mistake has been made and when it is too late to obtain the maximum result from the play of the combined hands.

No other characteristic more readily and quickly marks the Auction expert than that—as soon as Dummy's hand is exposed, when he can see exactly what his opportunities are, before he touches a card (because a card in Dummy's hand must be played if touched except for the purpose of arranging)—he determines upon the method he will adopt to make his contract, his game, or his Slam. If it be a No Trump, he should plan which suit to establish; whether the first trick should be won, and if so in which hand; which suit or suits should be led from Dummy toward the tenaces in the Closed Hand; and which suit or suits should be led from the Closed Hand toward Dummy, etc. If a trump declaration is being played, such questions as whether all the trumps should be exhausted,

or a ruff be first given to Dummy should be determined.

Then the expert will proceed to carry out his plans. Subsequent unexpected developments may force him to change, but at least he starts soundly.

At first, the beginner will find it beyond his power to plan a complete campaign. He will not be able to map out a program for the entire thirteen tricks as soon as he sees his Dummy and has before him the twenty-six cards which he should play with a consistent purpose. As with everything else in life, he must learn by degrees; he must creep before he can walk and walk before he can run. He should start by planning: at No Trump, which suit to establish and which way to lead it; at a suit declaration, whether to exhaust the trumps or first to try for a ruff in Dummy. Then gradually the plans should be carried further. The important thing is to form the habit of deliberating *before playing a card*, and then to proceed with some definite object. Once that habit is acquired, a sound start has been made and very quickly the plans become more extensive and the results more satisfactory.

Declarer should plan the play of the hand with the realization that he has three objects in view: first, to fulfil his contract; second, when the making of the contract does not in itself secure game, to obtain that also; third, when the game is assured, to try for a Slam.

LEADING TOWARD HIGH CARDS

The first principle in actual play which a beginner should thoroughly understand is that the majority of high-card combinations, including all those with a tenace, produce better results if the lead be *toward* the high cards (that is *from* the other hand) than if it be *from* the hand which contains the high cards. A tenace is a combination of cards with the middle card, of what would otherwise be three touching cards, missing; Ace-Queen is known as the Major tenace, King-Jack as the Minor tenace, Ace-Queen-Ten as the double tenace. All suits containing a tenace should, if possible, be led *from* the other hand and *toward* the high cards of the tenace.

When a Declarer has such a holding as (for example) Ace-Queen-X in one hand and X-X-X in the other, it is quite obvious that should he be obliged to lead that suit *from* (sometimes spoken

of as "away from") the hand which contains the tenace, he generally would win only one trick (the Ace) in the suit; but if he should lead *from* the weak hand and *toward* the Ace-Queen and play the Queen on the first trick, he would have an even chance of winning two tricks because the adverse King is just as apt to be on the right of the tenace as on the left. Whenever the adverse King is on the right of a Major tenace (in the long run it will be there in fifty per cent of the deals played), two tricks in the suit can be won by leading *toward* the Major tenace and finessing the Queen. "Finessing the Queen" means, playing the Queen on the first trick, keeping the Ace for a later trick. A finesse is made with the hope that the middle card of the tenace (with Ace-Queen, the King) is on the right of the tenace, so that the lower card of the tenace (with Ace-Queen, the Queen) will win the first trick and the higher card (with Ace-Queen, the Ace) will be good for a later trick. The finesse is a most important trick-gaining play and one with which a Declarer wins many tricks he would not otherwise capture; but it cannot be tried unless the lead be *from* the hand which does not contain the high cards and *toward* the hand which does. Declarer should,

if possible (that is, if he can place the lead in the other hand so as to be able to do so), lead *toward:*

Ace-King-Jack;
Ace-Queen;
Ace-Queen-Jack;
Ace-Queen-Ten;
Ace-Jack-Ten;
Ace-Jack-Nine;
King-Queen;
King-Queen-Ten;
King-Jack;
King and one or more others.

Sequence suits, that is, suits with two or more touching cards, such as suits headed by—

Ace-King;
King-Queen-Jack;
Queen-Jack-Ten;

and also suits containing an Ace, without Queen or Jack, may be led with equal advantage from either hand; but care should be taken to lead the tenace suits, the King-Queen suits and the King suits *toward* the honors.

The finesse and its benefit may most readily be illustrated with the Ace-Queen-Jack tenace.

Suppose the holdings are—

Spades	X-X-X-X;
Hearts	Ace-Queen-Jack-X;
Diamonds	X-X-X;
Clubs	X-X.

Spades	X-X;	Dummy	King-X-X-X	Spades;
Hearts	King-X-X-X;		X-X	Hearts;
Diamonds	Queen-X-X;		Jack-X-X-X	Diamonds;
Clubs	King-Queen-X-X.	Closed Hand	Jack-X-X	Clubs.

Spades	Ace-Queen-Jack;
Hearts	X-X-X;
Diamonds	Ace-King-X;
Clubs	Ace-X-X-X.

The Declarer is playing No Trump; a Club is opened; Declarer plans his campaign. He sees that he can win tricks with his four Aces and his Diamond King, a total of five; but to make game (nine tricks at No Trump) four more tricks are needed. The only possibility of obtaining these four tricks is to win with the two Queens and the two Jacks, which cannot be done if any of those four cards be captured by an adverse King. Unless the Kings of Spades and Hearts are singletons, which is most improbable, it is absolutely certain that one or both of them will capture a Queen or Jack should Declarer lead the suit *from*

the hand which contains the three honors. But Declarer, after winning the first trick with the Ace of Clubs, should lead a Heart from the Closed Hand and finesse the Jack; and then should lead a Spade from Dummy and make the same finesse in Spades by playing the Jack from the Closed Hand. This would give him the chance (which in both suits is exactly as apt to succeed as it is to fail) of taking three tricks in each of the two Major suits. Declarer's object cannot be accomplished by finessing *only once* in each suit (as it would be if the finesse were being made with Ace-Queen, without the Jack); the lead in both Spades and Hearts must *twice* be made *toward* the Ace-Queen-Jack and in each case a second finesse must be taken. With Ace-Queen-Jack, after the first finesse has won, the taking of a second finesse is obviously necessary, because leading *from* the hand which still holds the tenace would allow the King (if still guarded) to win a trick, exactly as would have been the case had the original lead been from the tenace hand.

It might be advisable for the beginner to lay out the cards and play through the above-stated hand, so as to demonstrate the necessity for, and advantage of, the finesse.

LEADING TOWARD TENACES

It has been demonstrated that it is advantageous to lead toward Ace-Queen-Jack; and so it is with other tenaces. When the intermediate adverse honor or honors are on the left of the tenace, nothing can be either gained or lost by leading one way or the other. When, however, the adverse honor or honors are in the hand on the right of the tenace (as will be the case half the time) a trick can always be gained by leading the right way.

It may be desirable to note the way in which leading toward tenaces results in a few specific cases. Suppose Declarer holds King-Jack-X in one hand, X-X-X in the other. Barring some such extremely improbable division of the adverse cards as a singleton honor in one adverse hand and six cards of the suit in the other, not a single trick in the suit will be won by Declarer if he lead it *twice from* the hand which contains the King-Jack-X; but if the lead be made *twice from* the other hand, *toward* the King-Jack-X (the Jack being finessed on the first trick), one of the following will be the result:

Two tricks for Declarer when the Ace and Queen are both on the right of the King-Jack;

One trick for Declarer when *either* the Ace *or* Queen is on the right of the King-Jack;
No tricks for Declarer when *both* the Ace and Queen are on the left of the King-Jack.

In other words; *leading toward* the King-Jack may gain two tricks, it may gain one trick; but it cannot lose because, even when the hand on the left holds both Ace and Queen so that no tricks are taken, the result is the same as it would be leading *from* the King-Jack.

With King and one or more small cards the situation is the same; the lead should be made *toward* the honor, so as to win with it when the Ace is on its right.

With Ace-Queen-Ten, leading *twice toward* the honors and finessing first the Ten and then the Queen, will gain one trick when the King is in one adverse hand and the Jack in the other (assuming both to be sufficiently guarded); two tricks when both are on the right.

With Ace-Jack-Ten the lead should be made *twice toward* the honors, finessing both times. This will win two tricks (a gain of one over leading *from* the suit) in every case except when both adverse honors are on the left.

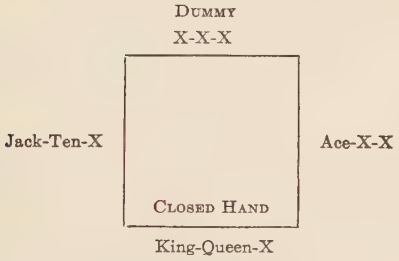
With Ace-Jack-Nine, the lead should be *twice*

toward the honors, finessing the Nine first and the Jack next. This will gain a trick (holding the adverse King, Queen, Ten to one trick) whenever the Ten and one other honor are on the right. With this combination it should be noted that the first finesse should be made with the Nine. To finesse the Jack instead of the Nine is tempting but unsound; it can only gain when the King and Queen are both on the right and the Ten on the left, a rather usual combination. Then too, with King-Queen on the right, one of them is apt to be played on the first trick so as to make the other a winner on the second trick.

LEADING TOWARD KING-QUEEN

For some reason it is easier for the beginner to appreciate the advantage of leading toward all other combinations of honors than it is for him to understand why King-Queen should be led *toward* and not *from*. King-Queen, being a two-card sequence, might at first thought seem to be in the class with Ace-King, King-Queen-Jack or Queen-Jack-Ten; sequences with any one of which the lead may generally be made from either hand without altering the result. With King-Queen-X, however, the lead *toward* is just as

essential as with any tenace. Suppose the hands are—



If the lead be *from* the honors, either an honor or a small card must be led; if the honor, the adversaries take the first trick with the Ace and the third trick with the Jack; if the small card, the adversaries take the first trick with the Ten, the second trick with the Ace; in either case two tricks are lost by Declarer. But if the suit be led *twice from* the weak hand (Dummy) *toward* the hand which contains the King-Queen (Closed Hand), only one trick will be lost whenever the Ace is on the right of the King-Queen. When the Ace is on the left of the King-Queen, leading toward them will not gain but it will not lose. It is evident, therefore, that in the long run leading toward the King-Queen is just as advantageous as leading toward any other honor com-

bination; and that, as in the case of the others, it will gain in half of the hands in which it is tried (that is, when the menacing high card is on the right); and that in the remaining half of the hands there will be no gain from leading toward, but there will be no loss.

To illustrate the great advantage of leading *toward* tenaces and King-Queen suits it may be advisable to repeat a deal (given on page 56 to show the advantage of bidding No Trump with two strong but short suits). The Dealer would become the Declarer with a bid of one No Trump which would obtain the contract.

	Declarer	Original Leader	Dummy	Leader's Partner
Spades	A-K-10;	9-8-6;	J-3-2;	Q-7-5-4;
Hearts	A-Q-J;	9-8-2;	10-4-3;	K-7-6-5;
Diamonds	8-6-5-3;	A-10-7;	K-Q-4-2;	J-9;
Clubs	10-6-3.	K-J-8-4.	A-Q-2.	9-7-5.

It will be beneficial for the student to lay out the cards and play this deal, and then compare his result with the correct play given below. The only plays of importance in the deal are leading "toward" and taking the proper finesses.

PLAY OF THE CLASS B NO TRUMP DEAL

The underlined card is the card led; the card marked (*) is the card that wins the trick.

Trick	Leader to 1st Trick	Dummy	Third Hand to 1st Trick	Closed Hand
1.	Cl. 4	Cl. 2	Cl. 9	Cl. 10*
2.	Dia. 7	Dia. Q*	Dia. 9	Dia. 5
3.	Ht. 2	Ht. 3	Ht. 5	Ht. Q*
4.	Dia. 10	Dia. K*	Dia. J	Dia. 6
5.	Dia. A*	Dia. 2	Cl. 5	Dia. 8
6.	Cl. 8	Cl. Q*	Cl. 7	Cl. 3
7.	Sp. 6	Sp. 2	Sp. 4	Sp. 10*
8.	Sp. 8	Dia. 4*	Ht. 6	Dia. 3
9.	Ht. 8	Ht. 4	Ht. 7	Ht. J*

Declarer is now left with four winning cards, viz.: Ace-King of Spades, Ace of Hearts and Ace of Clubs. Score, Small Slam.

Comment

At trick 6 the Spade is the lead most players would make, but as it would simplify Declarer's play, it is not given. It will be noted that Declarer makes a Small Slam merely by leading as described in the preceding pages.

THE COMBINATION FINESSE

The finesses shown above were made with all the high cards used in connection with them held in one hand; and the leading all from the other hand, the weak hand holding no card large enough to affect the play. A finesse may, however, be just as effectively made when the cards in both hands

are combined to produce the play. With Queen-Jack-Ten facing Ace-X-X, it is evident that leading either the Ace or a small card *from* the Ace-hand would allow the adverse King to win; but that leading an honor from the Queen-Jack-Ten hand, and finessing, would "kill the King" half the time; that is, every time that the King is on the right of the Ace. The principle with the combination finesse is therefore exactly the same as it is when one hand holds Ace-Queen-Jack; but the combination finesse is easier because, to take three tricks with Ace-Queen-Jack in one hand, the lead must be made *twice* from the other hand. Therefore, after winning with Queen or Jack, the other hand must again be put in the lead by playing some other suit; but with the combination finesse, the lead can generally be retained in the hand from which the next lead is desired; this avoids the difficulty (sometimes the impossibility) of putting the weak hand once more in the lead.

The holding under consideration (Queen-Jack-Ten facing Ace-X-X) illustrates this; the Queen is led; if it win, the lead *can continue toward* the Ace for another finesse.

Sometimes the division of honors is more equal than in any case above named; for example,

Queen-Ten-X in one hand, Ace-Jack-X in the other or, what is exactly the same combination as far as results go, Queen-Jack-X and Ace-Ten-X. In either case Queen is led and finessed. Queen-X-X facing Ace-Jack-Ten produces the same result if Queen be led and finessed.

Another combination of high cards held in two hands which makes an advantageous finessing situation is Ace-Queen-X in one hand and Jack-Ten-X in the other; so too is Ace-Queen-Ten facing Jack-X-X. In either case the Jack is led and finessed.[1]

One point which it is important to remember in connection with a combination finesse, as distinguished from a finesse when all the high cards are in one hand, is that Declarer must hold, in one hand or the other, the card immediately below the card he is proposing to lead and finesse or else there is no sound combination finesse to be made. With Queen-X-X facing Ace-X-X, only an Auction infant would think of leading the Queen for a combination finesse, because the Jack is not in either hand. Figure it out. If the Queen be led and the King be in the Second Hand (on the right of the Ace) it would be played on the Queen

[1] That is: if Second Hand do not cover the Jack, a low card is played from Third Hand; but if Second Hand cover the Jack with the King, Third Hand wins with the Ace.

and the Ace would be Declarer's only taking card in the suit; if the King be in the other adverse hand (on the left of the Ace) the finesse would be unsuccessful (the King taking the Queen) and once again the Ace would be Declarer's only taking card. Leading the Queen, therefore, limits Declarer to one trick but leading *from* the hand which contains the Ace, *toward* the hand which contains the Queen will make an extra trick half the time; that is, whenever the King is on the left of the Ace.

The same principle applies to the case of Ace-King-X or Ace-King-X-X facing Jack-X-X;[1] leading the Jack ensures a trick for the adversaries, no matter how inadequately the adverse Queen may be guarded; but leading first Ace, and then King will produce one more trick for Declarer whenever the Queen is held by an adversary who has not more than one card with it.[2] With the Ten in either hand; that is either Jack-Ten-X facing Ace-King-X, or Jack-X-X facing Ace-King-Ten, a finesse would be proper; but without the

[1] Or Jack-X-X--X.

[2] With the combination of Ace-King-X-X or Ace-King-X-X-X in one hand and Jack-X in the other, playing No Trump, the lead should be from the long suit toward Jack-X. Without the Ten, it cannot produce a gain to lead the Jack. To lead Ace then King from Ace-King-X would obviously be fatal. as it would make up at least two tricks for the adversaries; it could not gain even with Ace-King-X-X or Ace-King-X-X-X. Leading toward the Jack is advantageous whenever the Queen is on the right of the Jack.

Ten (the card immediately below the card to be led) the combination finesse should not be tried.

ENTRY CARDS

Even a player who thoroughly appreciates the advantage of leading toward certain high-card combinations, is unable to benefit by his knowledge when the hand from which he wishes to lead does not contain a card with which it can take a trick. In that case he cannot place the lead in that hand and make the advantageous lead toward the strong hand. Of course, when the weak hand (which is generally the Dummy and which for the purpose of simplicity in designation will hereinafter be called the Dummy) contains an Ace, or when it has a King of a suit in which the Closed Hand holds the Ace, it has an obvious entry; and if Declarer wish to lead toward the Closed Hand he can, without any unusual display of skill, win a trick in Dummy and then lead the desired suit toward the high cards in the Closed Hand. But, as has been shown above, there are many Closed Hand high-card combinations which require *two* leads from the Dummy in order to produce the desired result. There are also many deals in which Declarer wishes to lead two (sometimes three) different suits toward the Closed Hand.

A Dummy with an abundance of entries is therefore of great value, not only by reason of the tricks it actually wins, but also because it makes possible (by leads toward the Closed Hand) tricks otherwise unobtainable.

In his preliminary examination of the strength of his combined hands, Declarer should note whether Dummy has a sufficient number of obvious entries to enable him to lead from Dummy as often as his plan of campaign may make desirable. Sometimes when the number of obvious entries is not sufficient, he may be able to play in such manner that he will make some card an entry which otherwise would not have been a winner. This is called "finding a hidden entry".

There are many Dummies which contain valuable hidden entries which may be found if Declarer stop, look and reason before he makes his first play. While the nature of these hidden entries varies with the characteristics of the individual hand, there are a few types with which every Auction player should be familiar. When a player understands the principles which underlie the making of these entries, he has little difficulty in placing Dummy in the lead whenever the cards make it possible to do so.

The simplest development of hidden entry is making good an additional card in Dummy by playing an unnecessarily high card or cards from the Closed Hand. For example; playing No Trump, Dummy holds King-Jack-9, Closed Hand Ace-Queen-Ten-8. If the lead be in Closed Hand and Declarer wishes to lead three times from Dummy, he must be careful not to lead the Ace; also when leading any other card from Closed Hand, to play from Dummy the card *immediately* above it. Leading the Ace, or winning with any card in Closed Hand, or leading the 8 and winning with the Jack or King (instead of the 9) would cost Dummy an entry.

Another example of this type of hidden entry playing a No Trump, would be—

	Dummy
Spades	X-X-X;
Hearts	X-X-X;
Diamonds	X-X-X;
Clubs	Ace-King-Queen-3.

Spades	Ace-King-Jack;
Hearts	Ace-Queen-Jack;
Diamonds	King-Queen-X;
Clubs	Jack-Ten-9-2.

A Spade is led and the trick won by Closed Hand. It may be advantageous for Dummy to lead four times, twice toward Hearts and twice toward Diamonds. The Ace-King-Queen of Clubs are three obvious entries, the Trey of Clubs, a possible hidden entry. Declarer should lead a high Club from Closed Hand and over-take in Dummy, lead from Dummy toward the Hearts or Diamonds, then again lead one of the high Clubs from Closed Hand and again over-take. If on the second round of Clubs *both* adversaries follow suit, eight Clubs will have been played, leaving four with Declarer and only one with the adversaries, and it is perfectly safe (after once more leading Hearts or Diamonds from Dummy toward Closed Hand) to lead the third round of Clubs high from Closed Hand and for the third time over-take. The only unplayed adverse Club must fall on this trick and thus make the Trey of Clubs (a very deeply hidden entry) the winning Club for the fourth round. If there were originally four Clubs in one adverse hand (a very improbable division), that fact would be shown on the second round of Clubs when one adversary refused; in which case the Club over-taking would be discontinued, and only one high Club would

be played on the third round of that suit. The effort to establish a hidden entry would fail, but nothing would be lost by the over-taking.

A very common type of hidden entry occurs when there are eight cards of a suit equally divided between Dummy and Closed Hand; under which conditions the five adverse cards of the suit are probably divided three in one hand and two in the other.

It may be that Declarer can win every trick, as would be the case if he held—

Ace-5-3-2 in Dummy,
King-Queen-6-4 in Closed Hand;

or it may be he must lose one trick, as would be the case if he held—

Ace-5-3-2 in Dummy,
King-8-6-4 in Closed Hand.

In either case (calling the suit Clubs), if Declarer need *two* Club entries in Dummy, he should so lead on the *first Club trick* as to leave in Dummy a Club *which will win the fourth Club trick.* In that way he will place the lead a second time in the hand from which he wishes the next lead to be made.

Suppose with either of the above Club combinations; the Closed Hand has an Ace-Queen-Jack of Diamonds toward which Declarer wishes to lead *twice;*[1] he should first lead the 6 of Clubs (not the 4 of Clubs), from the Closed Hand, win the trick with Dummy's Ace of Clubs, then lead toward the Ace-Queen-Jack of Diamonds. If the Diamond finesse win, he should continue with high Clubs from Closed Hand and thus, on the fourth round of Clubs, have the 4 of Clubs left to lead to Dummy's Five of Clubs (making the 5 an entry); instead of having to lead the 6 which would win the 5 and fail to place the lead in Dummy where it is desired. Should the 6 of Clubs be retained in the Closed Hand, Dummy could not win the last Club trick and could not again lead Diamonds toward the tenace.

In such case every entry should be utilized; when Declarer wins the first Club trick in Dummy he should *immediately* (being in the hand short of entries) make the most of his limited opportunities and lead a Diamond. To continue the Clubs before leading Diamonds would waste a valuable entry; it is important that the Diamonds

[1] The situation would be the same if Closed Hand held in Diamonds, Ace-Queen-Ten, Ace-Jack-Ten, Ace-Jack-9, King-Queen-X, King-Jack-Ten, King-Jack-9, or King-Jack-X.

be led from Dummy, but it does not matter from which hand the Clubs are led.

In deals in which it is not important that the lead be toward the Closed Hand, an entry in Dummy may nevertheless be necessary to put the lead in Dummy, in order that the winning cards of some established suit may be led; cards which would not be winners if Dummy could not get in to lead them.

Hands in which a hidden entry has to be found for this purpose are apt to occur when the suit originally opened at No Trump might be won cheaply by Closed Hand, but when playing a high card costs nothing and makes up a valuable entry in Dummy. A simple example of this would be: King-X of suit led (Spades) in Dummy, Ace-Jack in Closed Hand. King-Queen-Ten-9-8 of Clubs in Dummy, singleton Jack in Closed Hand. No other entry in Dummy. Closed Hand should obviously win the first Spade trick with Ace (not Jack), lead the Jack of Clubs toward Dummy's Clubs, over-take it in Dummy and clear the Club suit; that is, continue it until the adverse Ace falls. Then Dummy will be able to obtain the lead with the King of the adversaries' suit (Spades) and will win tricks, otherwise unob-

tainable, with the established cards of his Club suit.

Not so obvious, but just as important and just as discernible, are cases in which entries are made by winning the first trick with a high card, in either of the following No Trump situations.

The Lead, Club Deuce. Dummy has Clubs Jack-9-7-3, Closed Hand Clubs Ace-King-Ten-5. Dummy plays Club 3, Third Hand Club 8 which marks leader (who must have opened a 4-card suit) with Clubs Queen-6-4. If it be important to have an extra entry in Dummy, the first trick, which could be won by Closed Hand's Ten, should be won with the Ace or King of Clubs, which would make it possible later to put Dummy in by leading two Clubs (both smaller than the Jack) from Closed Hand and winning the second (the adverse Queen would take the first) with Dummy's Jack of Clubs.

A very similar situation would arise if, with a Six led at No Trump, Dummy had Queen-8-5, Closed Hand Ace-Jack-Ten, Third Hand playing small. Leader, who has opened with his fourth best card, must have left in his hand King-9-7. The Queen in Dummy can be made an entry if the first trick be won with the Ace. No more

than two tricks can be made in the suit, as the original leader will not lead it again; so if an entry be needed in Dummy the Ace should be played on the first trick.

In all of the above illustrations the play of a No Trump has been considered; when a trump declaration is being played, an entry can frequently be created in Dummy by trumping with an unnecessarily high card in the Closed Hand. Suppose Spades be trump and the Closed Hand has Ace-King-Queen-8-7-5, Dummy has 6-4-2. A Club is led and Closed Hand has no Clubs. Declarer, if he wish to create an additional entry in Dummy, should then ruff with the 7, not the 5. There are four adverse trumps; they may readily be divided 2-2; if so, after exhausting them, Closed Hand can lead the 5 of Trumps and put Dummy in the lead.

It may be interesting to examine a few deals in which it is important that entries, more or less deeply hidden, should be made up in the Dummy. The student should lay out the cards, play every deal, and see whether he can find the requisite entries before he looks at the explanations which appear after the last deal. In every case the Dealer is the Closed Hand.

Entry Deal No. 1

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-K-Q;	J-10-9-6-2;	5-4-3;	8-7;
Hearts	A-Q-J-9;	10;	7-5-2;	K-8-6-4-3;
Diamonds	A-6;	J-8-7-5-3;	K-4-2;	Q-10-9;
Clubs	K-Q-J-5.	9-8.	A-6-3-2.	10-7-4.

Declaration, No Trump.

Entry Deal No. 2

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-Q-J;	10-8-6;	9-4-3;	K-7-5-2;
Hearts	A-Q-J-6-4-2;	8-3;	7-5;	K-10-9;
Diamonds	None;	A-K-Q-8-2;	10-9-7-4;	J-6-5-3;
Clubs	J-10-9-3.	8-6-4.	A-K-Q-5.	7-2.

Declaration, Hearts.

Entry Deal No. 3

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-Q-6;	J-5-4;	8-3-2;	K-10-9-7;
Hearts	A-K-Q;	9-6-4;	10-8-5-3;	J-7-2;
Diamonds	A-K-Q-J-10-4;	8-6;	5-3-2;	9-7;
Clubs	3.	A-K-Q-J-2.	10-7-4.	9-8-6-5.

Declaration, Diamonds.

Entry Deal No. 4

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-K-Q-J-10-4;	8-7;	5-3-2;	9-6;
Hearts	None;	A-K-Q-9-8-7;	6-4-3;	J-10-5-2;
Diamonds	A-J-8-2;	10-7;	K-5-4-3;	Q-9-6;
Clubs	A-Q-J.	7-5-3.	6-4-2.	K-10-9-8.

Declaration, Spades.

Entry Deal No. 5

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-K-2;	Q-7-3;	10-5-4;	J-9-8-6;
Hearts	A-K-3;	Q-10-9-7;	8-2;	J-6-5-4;
Diamonds	A-Q-J-10;	5-4;	9-7-3;	K-8-6-2;
Clubs	K-J-3.	9-6-5-4.	A-Q-10-8-2.	7.

Declaration, No Trump.

Entry Deal No. 6

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-K-Q-J-10;	8-5;	9-6-4-2;	7-3;
Hearts	None;	Q-J-10-7-6-2;	K-9-3;	A-8-5-4;
Diamonds	A-K-Q-J;	9-5-4-3-2;	10-8;	7-6;
Clubs	A-Q-J-8.	None.	10-9-4-2.	K-7-6-5-3.

Declaration, Spades.

Entry Deal No. 7

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	Q-10-4;	J-8-6;	K-7-5;	A-9-3-2;
Hearts	A-K-6-4;	Q-10-9;	J;	8-7-5-3-2;
Diamonds	A-K-5-2;	Q-10-8-4;	J-9-7-6;	3;
Clubs	K-J.	7-5-2.	Q-10-9-8-4.	A-6-3.

Declaration, No Trump.

EXPLANATIONS OF DEALS ILLUSTRATING THE WAY TO UTILIZE HIDDEN ENTRIES

Deal No. 1

Declarer, when he plans his campaign,[1] should realize that he may desire to lead three times

[1] The Spade will be opened and, as Declarer has three tricks in that suit, he does not have to worry over the establishment of the adverse suit. The time to plan his campaign is when the Dummy is first exposed.

from Dummy toward the Heart tenace in the Closed Hand. Dummy has two obvious entries; the hidden entry is the 6 of Clubs which, without risk, can be made good by leading the three Club honors from the Closed Hand and (after four of the five adverse Clubs have fallen on the first and second Club tricks) over-taking the third Club honor led from the Closed Hand with Dummy's Ace of Clubs. This makes Dummy's 6 of Clubs an entry, enables Dummy to lead Hearts three times, gives Closed Hand three Heart finesses and produces a Grand Slam.

Deal No. 2

Declarer, when he stops, looks and reasons, can see that he may wish to lead four times from Dummy; Hearts twice, and Spades twice. He should therefore, if possible, place himself in position to get into Dummy four times. This can he do by leading Clubs high from Closed Hand, over-taking; leading Hearts from Dummy, finessing; third trick a repetition of the Club play; fourth trick a repetition of the Heart play. On the fifth trick Closed Hand captures the adverse King of trumps. Sixth trick, Closed Hand again leads high Club and again over-takes, it being

absolutely safe to do so as last adverse Club must fall on this trick. Seventh trick, a Spade lead from Dummy and a finesse. Eighth trick, the hidden entry in Clubs is used to put Dummy once more in the lead. Ninth trick, another Spade lead from Dummy and again a finesse. This produces a Grand Slam.

Deal No. 3

Declarer should trump second Club trick with an honor,[1] so as to give Dummy an entry in trumps if the adverse trumps are equally divided. Tricks 3 and 4, trumps led and adverse trumps exhausted. Tricks 5–7, three high Hearts led from Closed Hand. Trick 8, Dummy placed in lead by leading the Four of trumps from Closed Hand. Dummy then cashes his thirteenth Heart and leads Spades. Closed Hand finesses and makes Small Slam.

Deal No. 4

Declarer's plan of campaign should include an effort to put Dummy in the lead three times, as it may be necessary to lead Clubs twice toward

[1] This play cannot cost a trick because there are but four adverse trumps and, even if they are all in one hand, Declarer still has the four highest trumps and consequently can capture the four adverse trumps.

Closed Hand's Ace-Queen-Jack, and Diamonds once toward Closed Hand's Ace-Jack (which is a tenace because Dummy has the King).

Dummy has one obvious entry, the King of Diamonds; two hidden entries, the 5 of Trumps and the 5 of Diamonds. The hidden trump entry is made good, just as in Deal No. 3, by a high ruff by Closed Hand.[1] The hidden Diamond entry is made good by leading the 8 of Diamonds from the Closed Hand on the first round of Diamonds. The second Diamond lead is from Dummy and Closed Hand finesses the Jack. Dummy is put in on the fourth round of Diamonds, leads a Club, is put in again (this time with a trump) and leads a second Club. Closed Hand finesses twice in Clubs. Result, Grand Slam.

Deal No. 5

In order to be able to lead Diamonds *three* times from Dummy, if necessary, Closed Hand after winning a Heart should lead Club King and over-take in Dummy; then a Diamond and a finesse; then Club Jack and another over-take, followed by a second Diamond finesse. After this the play

[1] The opening lead will surely be a Heart which Closed Hand should ruff with a Spade honor.

for a Grand Slam is obvious. It will be noted that Declarer does not risk a Club trick by twice over-taking[1] and that only by that play can Diamonds be led three times from Dummy. Of course, two leads toward the Diamond tenace may be all that is necessary but there is no reason to take a chance when three entries may be created.

Deal No. 6

Declarer, after trumping one Heart and exhausting adverse trumps, should realize that to win a Grand Slam (which he can surely make if the King of Clubs be on the right of the Closed Hand) he may have to lead Clubs from Dummy *three times*. That can be accomplished with two entries because the lead can be retained once in Dummy, by leading the Ten of Clubs from Dummy and making a combination finesse.

In order to get Dummy in twice, it is necessary to utilize Dummy's trumps to ruff good Diamonds. Two Club discards will not enable Dummy to ruff the second round of Clubs and will therefore be useless, so the only chance (an even one) for

[1] On the second Club trick the over-take is not made until after three of the five adverse Clubs have been played. If Fourth Hand follow suit on this trick, there will be but one adverse Club left and Dummy's Clubs will be established. If Fourth Hand refuse, Dummy will be left with 10-8 over Second Hand's 9-6, and the finesse must win.

a Grand Slam is for Dummy to gain two entries by trumping two good Diamonds. The play should be as follows: tricks 4 and 5, Closed Hand should lead Ace and King of Diamonds; trick 6, Closed Hand should lead Queen of Diamonds and, although it is the best Diamond, Dummy should trump the trick. Trick 7, Dummy should lead Ten of Clubs and, if the King do not cover, Closed Hand should play the Eight of Clubs. Trick 8, Dummy should lead again toward the Club tenace in the Closed Hand and the Closed Hand should finesse. Trick 9, Closed Hand should lead Jack of Diamonds and Dummy should again ruff, this time with his last trump. Trick 10, Dummy should lead *a third time* toward the Club tenace.

Deal No. 7

As Dummy may need an entry to make his long Clubs (the adversary who has the Ace of Clubs is not apt to play it on the first round of that suit), and as the King of Spades will not be an entry if the Ace of Spades be over it, Declarer should make the Jack of Diamonds a sure entry by winning the first Diamond trick with either Ace or King of Diamonds. In no other way can

the game be won against sound defense. This shows the importance of planning the campaign immediately; a slip on the first trick would be fatal. With the hidden Diamond entry made up by the play of the Ace or King of Diamonds on the first trick, the game is cinched by leading King of Clubs, followed by Jack from Closed Hand. Dummy over-takes the Jack of Clubs with the Queen, clears the Club suit, and re-enters with the Jack of Diamonds.

There are two more types of hidden entry, possibly a little more difficult to find than the above; they have therefore been reserved until the last. Both of the deals given to illustrate these situations occurred in actual play; in the first, the hidden entry was not located; but in the second, in which the entry is even more thoroughly disguised, it was found, and the Small Slam made, by a Philadelphia woman.

Deal No. 8

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-4-2;	K-J;	8-6-5-3;	Q-10-9-7;
Hearts	A-K-Q-J-7-6;	9-5-4;	10-8;	3-2;
Diamonds	2;	A-K-Q-8;	7-6-5-4;	J-10-9-3;
Clubs	A-Q-J.	10-9-6-5.	8-4-2.	K-7-3.

Declaration, Hearts.

Declarer, after losing the first Diamond trick and before trumping the second, should realize that he must lose two Spade tricks and that, if he lose a Club trick, he cannot make game. His only chance to win three tricks with his Ace-Queen-Jack of Clubs is to get in Dummy *twice*, so as to lead Clubs *twice* from Dummy. The 10 of Trumps is an obvious entry for Dummy and there is no other possibility of an entry except the 8 of Trumps. To finesse the 8 of Trumps on the first round of the suit may be throwing away a trick, as there is an even chance that the 9 is in the Fourth Hand; but, unless Dummy can get in *twice*, there is no hope of making game. Of course, the Club finesse may not succeed (another even chance); if so, the risk of losing a trump trick is taken for nothing, but *game* is the desideratum of the Auction player. When there is a chance to make it, he should grasp the opportunity, no matter how improbable the success of the plan may be.

The loss of a trick or two, which could surely be won traveling along the non-game-going route, is not to be considered in comparison with the chance of reaching the goal.

In the above deal, in order to make the double

entry possible, Closed Hand must ruff with an honor so as to have two small trumps to lead toward Dummy; and on the first trump lead must finesse the 8; then lead a Club from Dummy and finesse; win again in Dummy, this time with the Ten of Hearts; take the second Club finesse and with it the game.

Deal No. 9

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-K-Q-9-7-5-3;	None;	10-8-2;	J-6-4;
Hearts	None;	A-K-Q-6-5-4-3-2;	J-10-8;	9-7;
Diamonds	A-Q-8-3;	10-7;	5-4-2;	K-J-9-6;
Clubs	A-K.	8-4-3.	Q-J-9-7.	10-6-5-2.

Declaration, Spades.

As soon as Dummy appears, Declarer should appreciate that it is most important for him to put the lead in the Dummy, *after* he has exhausted trumps and has led the Ace and King of Clubs. Dummy in the lead could then lead Queen and Jack of Clubs, allowing Closed Hand to discard two losing Diamonds, after which he could lead Diamonds toward the Ace-Queen.

At first it seems easy to accomplish this as there are but three adverse trumps and they will probably fall on the first two trump tricks, leaving Dummy with a trump entry. The first

round of trumps, however, shows that one adversary has all the adverse trumps; to win them all would make it impossible to put Dummy in the lead; but leading Ace and King of Clubs (tricks 3 and 4) and then a small trump (losing a trump trick unnecessarily to the adverse Jack) would create a hidden trump entry in Dummy and obtain a return of three tricks, two Clubs and one Diamond (Small Slam), for the one trump trick that would be sacrificed.

RETAINING THE LEAD FOR COMBINATION FINESSES

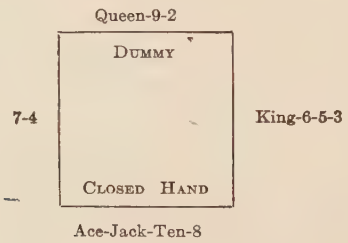
There is one principle of play which might properly be considered either under the head of Combination Finesse or Entry, and which really involves a little of both. When two or more leads from the hand which has the lead are needed to complete a Combination Finesse, and there is no entry to get back in that hand except in the suit that is being led, care should be taken to retain the lead where it is so the suit can be continued from that hand if the finesse succeed.

When a lead is toward an Ace-Queen-Jack, it is impossible to retain it in the leading hand for another finesse; but if it be from some holding like Jack-X-X toward some holding like Ace-

Queen-Ten, it is easy to lead a high card (in the case cited, Jack) and play a lower card (in the case cited, Ten) under it, thus retaining the lead in the hand where it must remain (if the finesse win), so that another finesse can be taken without the help of an entry to put the lead back in the hand which can again lead through the adverse honor.

Situations frequently arise in which it is most advantageous to keep the lead in the hand which is leading. Suppose Dummy, in the lead and with no entry in any other suit, has Jack-8-2 of the suit being led; and that Closed Hand, in the same suit, has Ace-Queen-Ten-9-7. Suppose further that to make game it is necessary for Declarer to take five tricks in that suit and that the hand on the right of the Closed Hand has King-6-4-3. Should Closed Hand on either the first or second tricks of that suit play a higher card than Dummy, the lead would shift and the adverse King would win later because Closed Hand would have to lead up to it. If, however, Declarer lead Jack from Dummy and play Ten from Closed Hand and then lead 8 from Dummy and play 7 from Closed Hand, the desired result can easily be accomplished.

Many similar situations will present themselves to the player of the combined hands. With such a suit as the following—



Closed Hand should play Jack under Dummy's lead of Queen and 8 under Dummy's lead of 9. If, in any of these situations, the adversary is obliging enough to cover with the honor the Declarer is trying to catch; the problem of the Declarer is at once most quickly and successfully solved. It is equally true that when the adverse honor is in the wrong place it cannot be captured, but in that case Declarer has the satisfaction of knowing that he has played correctly and that in the long run sound play will receive an adequate reward.

An illustration of the above described situation follows. It may be instructive to lay out and play the cards before examining the correct play given below.

Spades J-10-3;
Hearts 9-7-2;
Diamonds 10-8;
Clubs Q-9-7-4-2.

Spades A-K-9-8-7-5-4;
Hearts J-5;
Diamonds 6-5-4;
Clubs 5.

DUMMY

Original Leader

CLOSED HAND

Q-6-2 Spades;
6-4-3 Hearts;
K-7-3-2 Diamonds;
K-6-3 Clubs.

Spades None;
Hearts A-K-Q-10-8;
Diamonds A-Q-J-9;
Clubs A-J-10-8.

Declaration, Hearts.

Play of Entry Deal No. 10

The underlined card is the card led; the card marked (*) is the card that wins the trick.

TRICK	LEADER TO 1ST TRICK	DUMMY	THIRD HAND TO 1ST TRICK	CLOSED HAND
1.	Sp. K	Sp. 3	Sp. 6	Ht. 10*
2.	Ht. 5	Ht. 2	Ht. 3	Ht. A*
3.	Ht. J	Ht. 7	Ht. 4	Ht. K*
4.	Sp. 4	Ht. 9*	Ht. 6	Ht. 8
5.	Cl. 5	Cl. Q*	Cl. 3	Cl. J
6.	Sp. 5	Cl. 2	Cl. 6	Cl. 10*
7.	Sp. 7	Cl. 4	Cl. K	Cl. A*
8.	Sp. 8	Cl. 9*	Sp. 2	Cl. 8
9.	Dia. 4	Cl. 7*	Sp. Q	Dia. J
10.	Dia. 5	Dia. 10*	Dia. 2	Dia. 9
11.	Dia. 6	Dia. 8	Dia. 3	Dia. Q*
12.	Sp. 9	Sp. 10	Dia. 7	Dia. A*
13.	Sp. A	Sp. J	Dia. K	Ht. Q*

Comment on Entry Deal No. 10

Trick 1. Closed Hand trumps with Ten of Hearts, hoping that the adverse Jack may fall on second trump trick (as it does) and thus make Dummy's 9 an entry.

Trick 4. Dummy's entry is used and last adverse trump exhausted.

Trick 5. Dummy leads Queen of Clubs so as to retain lead in the Dummy if the finesse win. Second Hand does not cover as he hopes by holding King to stop Dummy's long Clubs from making; this plan would succeed if Closed Hand have only three Clubs. Closed Hand plays Jack Clubs (of course, he could with equal advantage play the Ten) so as to keep the 8 to put Dummy back in Clubs.

Trick 8. Closed Hand's high-Club play at trick 5 gives Dummy another entry.

Trick 9. Closed Hand discards a Diamond honor so as to be able to duck under Dummy's Diamond lead and thus give Dummy two leads in Diamonds toward the tenace in Closed Hand.

Trick 10–11. Dummy gets the two Diamond leads planned for at trick 9.

Trick 13. Result of retaining lead in two suits and taking Combination Finesses, Grand Slam.

WHEN TO FINESSE

The object of finessing is the capture of an adverse card which is missing from a tenace held by the finesser. In some cases the location of that card has been indicated by some previous incident of declaration or play and a perfectly plain reason exists for making or not making the finesse. In the absence of any such indication, the questions of when a finesse should be made and when the opportunity to make it should be refused is generally best answered by applying the doctrine of "playing for the even break." It is wiser to play for an even division of the total number of cards of any suit held by the two adversaries than for an uneven division.

Declarer should count the cards of a suit in his two hands, subtract the total from thirteen, and thus find the number of that suit held by the two adversaries. He then should be governed in his play by the expectation that the adverse total is evenly divided between the two adverse hands. With a total of seven cards of a suit in his own hand and Dummy, Declarer should play for each of the adversaries to have three; with nine, he should play on the basis that the four missing cards are equally divided between them. Playing for the

even break will work badly in some hands, but in the long run it will net many tricks. The reason that it is advisable to play for the even break can best be explained by illustrations. Suppose a Declarer has in his Closed Hand Ace-King-Queen-Ten-X-X in the trump suit and has four small trumps in the Dummy, a total of ten. To lead from the Dummy and finesse the Ten would be ridiculous because subtracting ten from thirteen shows that the adversaries have but three trumps in their two hands; even if the three are all in one adverse hand, they all must fall on the Ace-King-Queen. A finesse, under such conditions, would be one of those dreadful plays which may lose a trick but cannot by any chance gain one. If, however, with the same trump holding in the Closed Hand, Dummy have three trumps instead of four; the total number of trumps in Declarer's two hands would be nine. Nine from thirteen leaves four: so the adversaries, in that case, would have a total of four trumps in their two hands. It would then be perfectly possible for all four adverse trumps to be held by the adversary on the right; in which case, finessing the Ten would catch the Jack and gain a trick. Any such abnormal division is, however, extremely im-

probable and the player who would finesse on the basis that the four adverse trumps were all on his right, would find that he was taking an unnecessary risk in nineteen out of twenty hands; a risk which in ten out of twenty hands would cost at least one trick.

Were the high card held by the adversaries the King instead of the Jack, the situation would be quite different. With a total of nine in Declarer's two hands and four in the two adverse hands, refusing the finesse will capture the King only when it is unguarded on the left (which is not probable); but there is an even chance of catching it by making the finesse.

The situation most apt to prove troublesome arises, either in the trump suit or in Declarer's strong suit in a No Trump, when the combined hands hold nine cards headed by Ace-King-Jack. The division may be—

Ace-King-Jack-X-X and X-X-X-X;
Ace-King-X-X-X and Jack-Ten-X-X;
Ace-King-Ten-X-X and Jack-X-X-X;
Ace-Jack-X-X-X and King-X-X-X;
King-Jack-X-X-X and Ace-X-X-X.

In all these cases the Jack finesse is tempting but, as a general rule, it should be refused and the Ace and King played, with the expectation that an

even break will drop the Queen on the second round. Exceptions occur when—

(*a*) Some declaration or double has indicated that the Queen is in position to be captured by a finesse and that it probably has two guards.

(*b*) When one adversary has shown unusual length in some other suit; the theory being that the adversary who is very long in another suit has but one of the suit in question.

The rule not to finesse with nine cards of a suit applies only to an Ace-King-Jack finesse; sometimes beginners become confused and apply it to an Ace-Queen finesse. When there are four cards in the adverse hands an Ace-Queen finesse is advisable.

As a general rule it is advisable to decide whether to finesse or to refuse to finesse with the expectation that the adverse cards of a suit are evenly divided between the two adverse hands. If, with an even adverse division, the adverse high card will fall without a finesse (as is the case with nine cards in Declarer's two hands and with Queen and three small in the two adverse hands), then the finesse should not be risked; otherwise it should be tried.

Following this rule it is evident that when

Declarer has a total of seven cards or less of a suit, the Ten should be finessed with Ace-Queen-Ten, the Jack with Ace-King-Jack. With nine cards in the suit, neither of the above finesses should be taken. But to catch the King (which probably will not drop) the Ace-Queen finesse should be made. With eleven in the suit, the chances being that each adversary has only one, the Ace-Queen finesse is probably unnecessary and should not be risked.

In all of the above cases the expert follows the even break theory, being confident that in the long run he will gain by so doing; but he is sometimes perplexed when he holds in his two hands a total of eight or ten of the suit so that the adverse total cannot be evenly divided. In these cases it is more of a guess than in those explained above and following any fixed rule is consequently less important. But it is foolish to merely guess when there is a percentage, no matter how small it may be, in favor of a definite play. In either of the cases under consideration, the finesse, in the long run, will win oftener than it will lose. The reason for this is that when the adversaries have a total of five cards, Queen and four small; or three cards, King and two small; the probable division in the former case is 3-2, in the latter case

2-1. There is a greater probability in the former case that the honor is one of the three than of the two, and in the latter case the honor is more apt to be one of the two than to be unguarded. When the honor is guarded it cannot be dropped by refusing the finesse, so there is a slight margin in favor of the finesse in either instance.

To summarize: Declarer with a total of ten cards or less should finesse to catch a King; with a total of eight cards or less he should finesse to catch a Queen and with Ace-Queen-Ten should (as a general rule) take the double finesse.

As an illustration of the finessing problem, suppose a Dealer obtain a No Trump contract with the following—

	Closed Hand	Original Leader	Dummy	Original Fourth Hand
Spades	A-K;	Q-J-X-X-X;	X-X;	X-X-X-X;
Hearts	A-Q-J;	X-X-X-X;	X-X;	K-X-X-X;
Diamonds	A-J-X-X;	Q-X;	K-X-X-X-X;	X-X;
Clubs	A-J-X-X.	X-X.	K-X-X-X.	Q-X-X.

A Spade is opened and won by Declarer. In the subsequent play Declarer should refuse to finesse the Jack with Ace-King-Jack in Diamonds because, having a total of nine Diamonds in his two hands, the adverse Queen is apt to drop and to finesse would probably be taking an un-

necessary risk; he should, however, take the same finesse in Clubs because, with a total of eight Clubs in his two hands, the odds are against dropping the Queen. He should also finesse twice in Hearts, and thus make a Grand Slam.

THE DIRECTION IN WHICH TO FINESSE

When a finesse is being made with the hope of catching an adverse King, the Declarer obviously has only one direction in which he can finesse; he must of course lead toward the Ace. The same is true when he is trying to catch the Queen with either—

Ace-Jack-X facing King-X-X,
or
Ace-X-X facing King-Jack-X.

In either case he can finesse but one way because, without the Ten, nothing could be gained by leading the Jack for a combination finesse. In the former case, the only finesse is to lead from the hand with the King toward the Ace-Jack-X and finesse the Jack; in the latter, in order to finesse, the lead must be toward the King-Jack-X.

Declarer *can finesse either way* when he has Ace in one of his hands and King in the other; and also has both Jack and Ten, either divided

or in the same hand. With any of the following holdings Declarer can finesse either way.

Ace-Jack-X	facing	King-Ten-X,
King-Jack-X	facing	Ace-Ten-X,
Ace-Jack-Ten	facing	King-X-X,
Ace-X-X	facing	King-Jack-Ten.

An additional small card or cards in either or both hands would not affect Declarer's opportunity to finesse either way.

It goes without saying that when Declarer has the option of finessing either way he should not merely guess if he can draw some inference which will suggest to him that it is advisable to finesse one way, rather than the other. The inference which guides him may have been gained from the bidding or the play. A bid or a double may materially aid the Declarer in locating the position of the adverse Queen and thus guide him in finessing so as to capture it, or the exigencies of the play may make it important that a certain adversary should not be permitted to lead. It may be important to keep a certain adversary from leading in any of the following circumstances:

(*a*) At No Trump, when one adversary has an established suit and his partner has no card of that suit.

(*b*) When one adversary could, if in the lead, lead *through* King-X, or some other weakly guarded honor or combination of honors, which Declarer desires to have led *up to*.

(*c*) When placing one adversary in the lead makes it probable that a tenace of Declarer's will be led *up to*, not *through*.

When a Declarer has any of the above-named reasons for finessing one particular way, he will have little difficulty in deciding how to manage the play of the suit involved. It sometimes happens, however, that neither adversary has bid or doubled so that no inference can be drawn from the bidding, and that no exigency of the play or of Declarer's cards makes it advisable to place one adversary, rather than the other, in the lead. Under such conditions, if playing No Trump, it is wise to finesse upon the basis that the Queen of a suit that has *not* been led is more apt to be in the hand of the partner of the initial leader than in the hand of the adversary who made the opening lead. This is true because any one particular card is more apt to be in the adverse hand which is the longer in that suit. Suppose at No Trump the original lead is

Spades and that Declarer with eight Diamonds in his two hands, being able to finesse either way, wishes to capture the adverse Queen of Diamonds. The five adverse Diamonds are probably divided 3-2, possibly 4-1; with the latter division the odds are four to one that the Queen is in the adverse hand with the four Diamonds, with the former division the odds are three to two that the Queen is in the adverse hand which contains three Diamonds. As the original leader probably has one, two or three more Spades than his partner, the chances are that the partner is longer in Diamonds than the original leader and consequently the Queen of Diamonds is more apt to be in the hand of the partner than in that of the original leader.

A device with which an expert often traps an adversary, is the leading of a Jack, as if intending to finesse, when he really does not mean to do so. There are many players who, when adversaries of the Declarer, always cover an honor with an honor. Playing against an adversary who does that, it is possible to minimize the risk involved in finessing to catch a Queen. Suppose Declarer's holding is—

Ace-Jack-Ten facing King-X-X.

Declarer should lead Jack, so as to give Second Hand, if he be an "honor coverer" and have the Queen, the opportunity of covering the Jack with the Queen which would make Declarer's entire suit good. If Second Hand do not cover the Jack with the Queen, Declarer can safely infer that the Queen is in the Fourth Hand, can win his Jack with his King and finesse the succeeding trick the other way.

The same scheme should be tried, whenever possible, by a Declarer who, because he has nine cards of the suit, does not intend to finesse to catch a Queen. With—

Jack-Ten-X-X	facing	Ace-King-X-X-X,
Jack-Ten-X	facing	Ace-King-X-X-X-X,
Ace-Jack-X-X	facing	King-Ten-X-X-X,

or any similar combination, the Jack should be led and the finesse refused because that lead may tempt an unwary adversary, who holds Queen-X-X, to cover and thus a trick may be gained.

KEEPING COMMAND OF THE ADVERSE SUIT

Playing a No Trump, the most serious danger for the Declarer is the running of an adverse suit. When the Closed Hand and the Dummy combined possess but one stopper of the suit that is led,

the game-going of even a strong No Trumper is seriously threatened. If that stopper be played on the first trick, the adverse suit will be established; and, unless Declarer can win the next eight tricks (in most deals difficult if not impossible), the adversaries will save the game whenever (as is generally the case) the original lead has been made with a 5-card suit.

There is one rudimentary, yet most important, method by which Declarer in many deals is able to avoid the above described danger. It is by postponing the play of the card that stops the adverse suit until the partner of the leader has no more of the suit, so that if the partner be the adversary to obtain the lead, he cannot lead the original suit and thus save the game. After having held up until the partner of the leader cannot return the original suit, every effort should be made by Declarer to keep the original leader from again obtaining the lead.

When Declarer's only long suit is headed by King, Queen, Jack (the honors being held in one hand or divided), and he has to force out the adverse Ace to establish it, he cannot shut out the adversary with the established suit if *that* adversary have the Ace of Declarer's long

suit. With that Ace in that position, the hold-up would be useless; but, until the position of the Ace of Declarer's suit is known, there is always at least an even chance that the partner of the original leader has it, in which case the hold-up is bound to accomplish its purpose. Then, too, there are many cases in which the adverse high card is not an Ace and in which Declarer can so manipulate his finesses as to surely keep the adversary with the established suit from obtaining the lead. The Declarer can do this whenever he can finesse a suit either way or when, with two finesses (one in the Closed Hand and one in Dummy), he can select the finesse which, if it lose, would place the lead in the hand of the adversary (the partner of the original leader) who cannot lead the established adverse suit.

The following deals illustrate this important principle of play. Of course, the hold-up is only advantageous when playing a No Trump contract. An established adverse suit is not a menace to a trump contract as it can be ruffed, and holding up an Ace when playing a trump contract is always attended with danger as the second round of the suit may be trumped. The deals are given without explanation so that the student may

work out the proper play unaided; the explanations follow after the last of the deals. In every case the Dealer is the Closed Hand and the contract is No Trump.

Hold-up Deal No. 1

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-6-4;	K-J-9-7-2;	10-3;	Q-8-5;
Hearts	A-Q-J;	K-8-6;	10-9-4-2;	7-5-3;
Diamonds	9-7;	10-6-4;	A-Q-J;	K-8-5-3-2;
Clubs	A-K-9-7-5.	Q-8.	J-10-4-3.	6-2.

Hold-up Deal No. 2

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	K-7-5;	Q-10-8-6-3;	9-2;	A-J-4;
Hearts	A-K-J;	Q-8-5;	7-3;	10-9-6-4-2;
Diamonds	A-Q-10-9;	K-7-4;	J-8-5;	6-3-2;
Clubs	Q-J-9.	5-3.	A-10-8-7-4-2.	K-6.

Hold-up Deal No. 3

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-9-4;	Q-10-7-5-3;	6-2;	K-J-8;
Hearts	K-J-6-4;	Q-5-3;	A-9-7;	10-8-2;
Diamonds	Q-J-10;	8-4;	K-6-5-3-2;	A-9-7;
Clubs	A-K-10.	Q-9-8.	J-4-2.	7-6-5-3.

Hold-up Deal No. 4

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-9-4;	Q-10-7-5-3;	6-2;	K-J-8;
Hearts	K-Q;	5-4-3-2;	A-J-10;	9-8-7-6;
Diamonds	Q-J-9;	8-4;	A-10-6-3-2;	K-7-5;
Clubs	A-Q-J-9-3.	K-5.	10-8-2.	7-6-4.

Hold-up Deal No. 5

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-7-4;	Q-J-10-5-3;	6-2;	K-9-8;
Hearts	K-J-6-4;	7-5;	A-10-3-2;	Q-9-8;
Diamonds	A-J-5;	Q-6-4;	K-10-3-2;	9-8-7;
Clubs	A-K-J.	Q-8-3.	10-4-2.	9-7-6-5.

Hold-up Deal No. 6

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	Q-10;	6-3-2;	A-J-9-8;	K-7-5-4;
Hearts	A-5-4;	Q-10-7-6-2;	8-3;	K-J-9;
Diamonds	A-Q-J-8-5;	K-7;	10-9-4;	6-3-2;
Clubs	A-J-5.	9-7-4.	K-Q-10-3.	8-6-2.

EXPLANATION OF HOLD-UP DEALS

Deal No. 1

Declarer should make game five: Clubs, two Diamonds, one Heart, and one Spade; total, nine tricks. He should hold up his Ace of Spades until third round, so as to exhaust the Spades in the hand of the partner of the Spade leader. He should then establish his Clubs (having nine he should not finesse). When the Queen of Clubs fell he would have eight tricks assured and should ensure the remaining trick necessary for game by finessing Diamonds, not Hearts. It will be noticed that Declarer has exactly the same holding (Ace-Queen-Jack) in the two red suits. There is no indication as to the location of either red King;

but the Hearts are in the Closed Hand, the Diamonds in Dummy. If the Diamond finesse be tried and lose, little harm results because the loss will not throw the lead to the adversary with the established Spades; but the loss of the Heart finesse would let in the Spades and cost game. Losing the Diamond finesse costs one (immaterial) trick; losing the Heart finesse would cost three tricks and game. After the loss of the Diamond finesse, the game being assured, Declarer should refuse the Heart finesse when that suit is led through his strength.

Deal No. 2

Declarer should make game: five Clubs, two Hearts, one Diamond, and one Spade; total, nine tricks. After the Third Hand wins the first Spade trick with the Ace and then leads the Jack of Spades, Declarer should hold up the King of Spades (the winning Spade) until the third round of the suit, so as to exhaust the partner of the Spade leader. He should then finesse the Clubs and, when the finesse loses, should refuse to finesse either Hearts or Diamonds, as game is assured without either finesse and might be lost by trying either.

Deal No. 3

Declarer should make game: four Diamonds, two Clubs, two Hearts, and one Spade; total, nine tricks. He should hold up his Ace of Spades until the third round of that suit and then clear his Diamonds. If the Ace of Diamonds be in the adverse hand which contains the established Spades, game is impossible; but if (as is the case) it be in the other hand, game is made by refusing all finesses which would let in the dangerous hand. It is necessary to risk finding the Ace of Diamonds in the wrong hand, because without running the Diamonds Declarer cannot go game.

Deal No. 4

Declarer should make game: four Diamonds, three Hearts, one Spade, and one Club; total, nine tricks. After the hold-up of the Ace of Spades, the Diamond (not the Club) should be finessed as the loss of the Diamond finesse is not serious. With game assured Declarer should decline the Club finesse.

Deal No. 5

Declarer should hold up his Ace of Spades and then so finesse both Hearts and Diamonds (suits

he can finesse either way) that if either finesse lose the adversary with the established Spades will not be in the lead. He should not finesse Clubs. Result; one Spade, three Hearts, four Diamonds, and two Clubs. Ten tricks, one more than game.

Deal No. 6

Declarer should hold up his Ace of Hearts and then finesse Spades.[1] This play ensures three Spades, one Heart, one Diamond, and four Clubs —game. He should not risk game by finessing Diamonds.

WHEN NOT TO HOLD UP

The hold-up of the command of the adversaries' suit is generally sound play. In many hands it makes a game which without the hold-up would be quite impossible. But there are some hands in which the hold-up would be a losing play; and while such hands are comparatively infrequent, it is nevertheless important that, when they appear, they should be recognized and distinguished. This should not be difficult for a Declarer who thoroughly appreciates that the sole and only object of the hold-up is to exhaust the partner of the leader of the suit that is being led,

[1] Spades should be finessed *before* leading Clubs so that Dummy will have a Club entry to make his Spades.

so that, if he win a trick, he will not be able to continue that suit.

If on the first round of an adverse suit the partner of the leader should not have any of the suit led, a hold-up would obviously be absurd, as the object of the play would have already been accomplished. A similar situation arises when the partner of the leader plays what must be his last card of the suit; as, for example, on the first round, when Declarer has eight of the suit in his two hands. The leader, having opened a long suit, must have had four and his partner is therefore marked with a singleton.

Another situation in which a hold-up is foolish is when Declarer can be absolutely sure that the partner of the leader will not win a trick. Why hold up and lose tricks, in order to denude a player of a suit so that he will not be able to lead it, if positive that he will never obtain the lead?

An illustration of these two situations follows:

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	10-X-X-X;	K-Q-J-9;	A-X-X-X;	X;
Hearts	A-Q;	10-X-X-X;	J-X;	K-9-X-X-X;
Diamonds	A-Q-J-9-X;	X-X-X;	10-X;	K-X-X;
Clubs	K-J.	X-X.	A-Q-10-9-X.	X-X-X-X.

Contract, No Trump. Initial lead, King of Spades.

Declarer should play Dummy's Ace of Spades on the first trick, because—

(1) The partner of the leader has no more Spades.

(2) The partner of the leader cannot win a trick.

Either reason should cause Declarer to play the Ace of Spades on the first trick; the usual object for the hold-up does not exist. Declarer is sure of five Club tricks and the Aces of the other three suits, eight tricks; one short of game. He has only seven Diamonds in his two hands, so the Diamond finesse should be taken.[1] If it lose it will let in the hand with the Spades, but that cannot be avoided (there is no finesse to make the other way) and only two Spade tricks can be run. The Diamond finesse should be taken before running the Clubs so that if the Diamond finesse win, Dummy can be put in with a Club, the Club suit run, and then the Heart finesse tried for the Grand Slam. Holding up, even once, would keep Declarer from making a Grand Slam (he can see from the start that the Slam is possible) and the hold-up could not by any possibility be of benefit.

[1] The Diamond finesse is a combination finesse, in making it the Ten of Diamonds should be led from Dummy.

It goes without saying that the hold-up should not be made when both the first and a subsequent trick in the suit can be won. For example, with X-X in Dummy and Ace-Jack-Ten in Closed Hand, a small card led and Queen played by Third Hand, Closed Hand should win with Ace as doing so ensures two tricks in the adverse suit.

HOW TO PLAY FROM DUMMY

When a Declarer is called upon to decide whether he should win the first trick in Dummy or in the Closed Hand, for example when in the suit led he has Ace-X facing King-X, the decision does not depend upon what he holds in that suit but upon where he wishes the lead (trick 2) to come from; or, if it be more important, in which hand he desires to keep an entry. In such case the sound decision can only be reached by an examination of Declarer's twenty-six cards and no general advice concerning it can be given. But in most No Trumpers a very different problem confronts the Declarer. Generally his immediate object is to play the card from Dummy most apt to stop the suit initially led or to produce as many tricks as possible in that suit. In other words, the present problem is merely how to handle the suit which has been opened. For example, Dealer has

bid No Trump and secured the contract; the Heart Six is led; Dummy contains only two Hearts, King-Jack; Closed Hand has only small Hearts. If the lead was made from an Ace-high suit, Declarer can win the trick by putting up Dummy's King; if the lead was from a Queen-high suit and consequently the Ace (but not the Queen) is on Dummy's left, playing Jack will stop the suit but playing King will allow the adversaries to run it at once. Declarer has had no hint as to where the Ace lies and it looks as if he would have to do some tall guessing. But, as a matter of fact, the King-guess will be right oftener than wrong because, when a player opens *his own* suit against a No Trumper, he is apt to be stronger in it than his partner is. When Dummy's holding is King-X instead of King-Jack and Closed Hand has only small cards of the suit, it is not a guess; the King must win the first trick if it is to win at all because, even if the Ace be over the King and Dummy play small, the partner of the leader will finesse.

The player who merely guesses or who "follows a hunch" each time he meets a doubtful situation, is bound to be playing a great part of the time with the odds against him.

The table which follows shows the correct card to play from Dummy with every doubtful combination. Some of the plays given cannot lose and may gain, others may gain or lose in one specific trial, but in the long run will prove substantial winners. It should be understood that these plays are advised upon the theory that both Closed Hand and Dummy have entries; that all finesses are needed; and that no other suit is so vulnerable that it is unwise to take an ordinary risk. The absence of entries, a superfluity of winning cards, or a defenseless suit, might make it inadvisable to follow the table.

TABLE SHOWING CARD THAT SHOULD BE PLAYED FROM DUMMY ON A SMALL CARD INITIALLY LED AGAINST A NO TRUMPER

(This table is prepared for leads made from the suit of the leader; not for leads made because the suit has been bid by the partner of the leader.)

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
Ace-King-Queen-X	Ten, with or without others	X
Ace-King-Jack-10	X or X-X	10
Ace-King-Jack-10	X-X-X	King[1]
Ace-King-Jack-X	Ten, with or without others	X
Ace-King-Jack-X	X or X-X	Jack
Ace-King-Jack	X-X-X	King[1]

[1] In this case a finesse should not be taken on the First Round. Third Hand might hold a singleton Queen, which would be captured by refusing the finesse. The finesse or finesses can be taken with less risk on a later round. It is wiser to postpone a finesse, which can be taken later, whenever doing so does not interfere with the effective development of the play.

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
Ace-King-10	X, with or without others	10
Ace-King-X	Jack or 10, with or without others	X
Ace-Queen-Jack	X, with or without others	Jack
Ace-Queen-10	X, with or without others	10
Ace-Queen-X	Jack or 10, with or without others	X
Ace-Queen-X	X or X-X, with great general strength[1]	Queen
Ace-Queen-X	X-X or X-X-X, without great general strength	X
Ace-Jack-X	10 or 9, with or without others	X
Ace-Jack-X	X, with or without others	Jack
Ace-X-X	Queen or Jack, with or without others	X
King-Queen-10	X, with or without others	Queen
King-Queen-X	X, with or without others	Queen
King-Queen-X	10, with or without others	Queen
King-Queen-X-X	10, with or without others	X
King-Jack-X	10, with or without others	X
King-Jack-X	X, with or without others	Jack
King-Jack	X, with or without others	King
King-10-X	X, with or without others	10
King-10	X, with or without others	King
King-X-X	X, with or without others	X
King-X	X, with or without others	King
King-X	Ace-Jack-X or Ace-10-X	X[2]
King-X	Jack-X	King
King-X	Jack-X-X	X[3]
King-X	Queen-10-X	X[2]
Queen-Jack-X	X, with or without others	Jack
Queen-10-X	X, with or without others	10

[1] Strength sufficient to make a Small Slam possible.

[2] The play of the small card ensures two tricks in the suit for Declarer, the play of the honor may result in but one being made.

[3] The play of the small card ensures one trick in the suit, more cannot be made. The play of the honor might enable the adversaries to win every trick.

Holding of Dummy	Holding of Closed Hand	Dummy Should Play
Queen-X-X	Jack or 10, with or without others	X
Queen-X-X	X, with or without others	Queen[1]
Queen-X-X	Ace-X or Ace-X-X	X
Queen-X	Ace-X or Ace-X-X	Queen
Queen-X	X, with or without others	Queen
Queen-X	Jack-X-X	X[2]
Queen-X	Ten-X-X	Queen
Queen-X	Ace-10-X	X[3]
Queen-X	King-10-X	X
Jack-10-X	Any combination without Queen or 9	10
Jack-X-X	Ace-King-X	Jack
Jack-X	Ace-King-X	Jack
Jack-X	Ace, with one or more X	Jack
Jack-X	Ace-10-X	X[3]
10-X-X	Ace-King-X	10
10-X	Ace-King-X	10
10-X-X	King-Queen-X	10
10-X	King-Queen-X	10
10-X	Ace-Jack-X	X[3]

The above table is for plays by Dummy when the contract is No Trump. When a suit contract is being played, there are several considerations which do not apply to No Trump plays and which

[1] The play of the Queen ensures a trick if the lead be from Ace *and* King. If the lead be from Ace *or* King (but not both), leader cannot have *both* Jack and Ten or he would have led Jack (Jack is the lead from *both* Ace-Jack-Ten and King-Jack-Ten); consequently if Third Hand have Ace or King, he also must have Jack or Ten. With Ace, or King and Jack or Ten, Third Hand would finesse if Dummy play small. In that case the play of the Queen neither gains nor loses.

[2] The play of the small card ensures one trick in the suit, more cannot be made. The play of the honor might enable the adversaries to win every trick.

[3] The play of the small card ensures two tricks in the suit for Declarer, the play of the honor may result in but one being made.

make it advisable for Declarer to adopt very different methods with Dummy's cards.

(*a*) The lead may be from a short suit, it may possibly be a singleton, and consequently an Ace not played on the first trick may be trumped.

(*b*) When the lead is from a long suit, Third Hand may be short of it and may ruff the first or second round.

(*c*) It may be important that Dummy should win the first trick so as at once to lead trump toward the Closed Hand.

(*d*) Unless an Ace or King is led, the leader cannot have the Ace of the suit.

It would be quite impossible to give a table of any value covering Dummy's play with a suit contract. For example, with Ace-Queen-Jack in Dummy and a small card led, Declarer would play Jack if he thought the lead from King-X-X-X, but would play Ace if he thought the lead a singleton. The size of the card led may enable Declarer (with the information given by the cards in his two hands) to correctly determine whether the lead is from a long or short suit, or he may be absolutely unable to tell. In many cases he has to guess, being guided by the general make-up of

his twenty-six cards and the bidding, as well as by the size of the card led. Under such conditions a table cannot be of the least assistance.

A Declarer, playing a trump contract, should remember that when the opening lead is a Queen or any lower card, the leader cannot have the Ace of that suit. This may materially vary Dummy's play. For example; with King-Jack in Dummy and no high card of that suit in Closed Hand, the King should be played at No Trump, the Jack at a trump declaration.

FALSE-CARDING

In playing from a sequence, it is conventional to play the highest card when leading, the lowest when following suit; any departure from this procedure is made with the intention of deceiving an opponent and is called false-carding. An adversary of the Declarer always has a partner who is seeking information; it is generally more advantageous to give accurate information to both partner and Declarer than it is to deceive them both. It is therefore only when deceiving the partner by misinformation cannot be injurious that an adversary of Declarer should false-card. Declarer, however, is not hampered by any such

considerations. Dummy is not seeking information but the two adversaries are. He should therefore play in the most deceptive manner possible and this means that he frequently should false-card.

When the Closed Hand contains King-Queen it is good false-carding to play the King (rather than the Queen when following to a lead of that suit) either Second, Third or Fourth Hand; and if obliged to lead that suit from that hand to lead the Queen, not the King; in other words to reverse the methods of play used by Declarer's adversaries, each of whom is trying to give all possible information to the other. For the same reason, Closed Hand when leading Ace-King should start with the Ace. Something might necessitate a shift of the suit after one trick and the lead of the King would show the adversaries that the Closed Hand contained the Ace; but the lead of the Ace would give no positive information as to the location of the King. From any sequence the play of a false-card by Declarer is generally advisable.

Declarer, when playing from the Closed Hand, should frequently play low cards of immaterial value in irregular order. For example, with 9-7-3,

instead of playing in the ordinary way 3-7-9, it is often advisable to attempt to mislead by playing 7-9-3 or 9-7-3. When Declarer can read that a singleton is being led and the trick will be won by the partner of the leader, a false-card from the Closed Hand may sometimes confuse the winner and keep him from returning the suit which would give his partner the desired ruff. An example of this would happen if Dummy contained Queen-Ten-8-6, Closed Hand King-Jack-9-7, Third Hand Ace-5-4-2 and the Three were led. If on Third Hand's Ace Declarer should play the King from the Closed Hand, Third Hand might place the Jack-9-7 in his partner's hand and, fearing that a continuation of the suit would permit the Closed Hand to discard twice, might not give his partner the desired opportunity to ruff.

A LEAD WHICH SHOULD BE POSTPONED

A No Trump Declarer frequently has a suit headed by Ace, King, and Queen (but not Jack)[1] and divided four cards in either the Closed Hand or Dummy and three cards in the other hand. This is a tempting suit to lead as soon as Declarer wins a trick, but playing even a single round of it

[1] It does not matter whether the three honors are divided between Declarer's two hands, or are all in one hand.

should be postponed as long as possible. The reason is that, should either adversary have four or more cards of that suit, three rounds may establish for him one or more cards which it would otherwise be impossible for him to make. Leading the suit at all will warn him not to discard from it. Declarer should therefore avoid leading such a suit (unless it be necessary to do so for the purpose of placing a lead) until it becomes evident that, when next he loses the lead, the adversaries will run an established suit with which they will save game.

The deal given below illustrates this principle; it shows how foolish it is to lead a 7-card Ace-King-Queen suit immediately.

	Closed Hand	Leader	Dummy	Partner of Leader
Spades	A-K-4;	Q-10-3-2;	8-7-6;	J-9-5;
Hearts	A-Q-7;	J-9-5;	4-3-2;	K-10-8-6;
Diamonds	A-Q-5;	J-10-6-2;	K-9-8-4;	7-3;
Clubs	Q-J-7-4.	A-K.	10-9-3.	8-6-5-2.

If Declarer, as soon as he wins a Spade trick, should lead his 7-card Diamond suit he would make up a Diamond trick for his adversaries and they would win two Spades, two Clubs and one Diamond, saving game; but if Declarer should establish his Clubs before leading his Diamonds,

the adversaries would only win two Spades and two Clubs and Declarer would go game, making three Diamonds, two Spades, two Clubs and two Hearts. With the six adverse Diamonds evenly divided, three in each adverse hand, Declarer could immediately win four Diamond tricks; but even with that division, he could not go game without making up the Clubs.

HOW TO LEAD THE THREE TOP HONORS

When Declarer is leading a suit which contains the three top honors, two of which are in one of his hands and one in the other, he should win the first trick with one of the honors of the hand which holds two; in the event of an adversary refusing or having a singleton, this may enable Declarer to catch an adverse Jack against which he would not otherwise finesse. It also carries out an important rule, viz., to keep an entry in both hands as long as possible. Suppose Declarer should wish to lead a suit composed of—

Ace-Queen-9-6-2 facing King-10-5-3.

If leading from the hand with Ace-Queen, he should lead high; if leading from the King hand he should lead low. If the adversary on the left

of the Ace-Queen have Jack-8-6-4, either lead would capture the Jack and win every trick in the suit; but leading small from the Ace-Queen hand, or the King from the other hand, would present a trick to the adversaries.

It does not matter how the three top cards are divided, they may be—

Ace-King facing Queen,
Ace-Queen facing King,
King-Queen facing Ace.

In every case the first trick should be won with one of the two honors.

HOW TO PLAY A WEAK NO TRUMP

Declarer, even when he has bid a light No Trump and received little assistance, should play with an air of confidence. His adversaries do not know the flimsy character of his declaration, and will credit him with more powerful cards than he really holds. Even experienced players seem to feel that a No Trump is entitled to greater respect than it deserves when made with the minimum strength which conventionally authorizes it. A clever player will frequently capture the odd with such a declaration, merely because the adversaries do not realize his weakness.

HOW TO PLAY A TRUMP CONTRACT

When playing a trump contract, Declarer should at once determine which of two plans of campaign to adopt: that is, whether he should lead trumps until the adversaries have no more; or play the ruffing game and make his trumps separately. Declarer should first look for a chance to trump the losing cards of his strong hand with the short trumps of his weak hand. If he find no such opportunity, it is probable that the adversaries will attempt some ruffing themselves. This should be prevented by exhausting trumps immediately. The Declarer who forces his long trump hand (except to obtain an entry in a cross ruff) is generally playing the game of the adversary. In the vast majority of deals, if the short trump hand cannot ruff, a trump lead is advantageous.

Managing Dummy so as to utilize all his small trumps, is evidence of the skill of the player of the combined hands. A simple example follows: Spades trump; Dummy holds one small Club and three small trumps; Declarer has Ace at the head of his long trumps, Ace-King and two losing Clubs and the Ace of Hearts, the suit led. His play is plain. After winning with the Ace of Hearts, he should lead his Ace of Clubs and then a small

Club; ruff the small Club and lead a trump from Dummy; then, having won with the ace of trumps in the Closed Hand, lead the remaining losing Club, for Dummy to ruff with his last trump.

If Declarer have sufficient trump length in his weak trump hand so that he can exhaust the adverse trump holding and still remain with sufficient trumps for all possible ruffs, he should lead trumps before taking the ruff and so avoid any chance of an over-ruff. An obvious case will exemplify this principle. Declarer holds Ace-King-Queen-X in trumps; Dummy, four small: Declarer, King-Queen-X-X in Clubs; Dummy Ace-X. Part of Declarer's original scheme of play is to have Dummy ruff a losing Club; but to lead Clubs before leading three rounds of trumps would be unwise, as a winning Club might be ruffed by an adversary or Dummy be over-ruffed.

III

PLAY BY ADVERSARIES OF DECLARER

Compared with Declarer, his adversaries are at considerable disadvantage during the play. They lack the positive information concerning each other's cards that Declarer has of the two hands he is playing as one. The only information that either can obtain is gathered from the inferences which each may be able to draw from the bids, doubles or passes made by his partner and from the developments of the play.

Very frequently a contract is captured with a single bid by Declarer; in that case all that each adversary knows is that his partner did not have the strength to bid—most inadequate information. Under such conditions each adversary starts the play totally ignorant of the contents of his partner's hand and he must remain so to the end, unless some information is conveyed to him by the play. It is consequently most essential that the language of the play should be fluently spoken and thoroughly understood by both adversaries.

There are six important rules which should govern the play of the adversaries:

(1) With touching cards *play* the lower or lowest; but (except with Ace-King) *lead* the higher or highest.
(2) Watch for partner's signals and follow the instruction given thereby.
(3) Lead *through* strength and *up to* weakness.
(4) Force Declarer's strong hand.
(5) Do not shift the lead from one suit to another, unless absolutely sure that a change is imperative.
(6) When Declarer has trumps in both hands, do not lead a suit which permits him to trump with one hand and, on the same trick, to discard from the other.

PLAY THE LOWEST; LEAD THE HIGHEST

The first card of a trick is "*led*"; the other three are "*played*". Declarer's adversaries (with certain exceptions to be mentioned) should always *lead* high and *play* low with touching cards.

The most rudimentary and yet possibly the most important advice which can be given to an adversary of the Declarer is "*Do not false-card.*" In plain English this means; when playing second, third or fourth hand (that is, when following to a trick) always play the lower or lowest, as the case

may be, of touching cards and when leading, except with Ace-King and one or more others, always lead the higher or highest, as the case may be, of touching cards. By observing this rule much important information may be conveyed to the partner. Beginners are apt to be careless of the order in which they play touching cards and in consequence their partners are unable to play intelligently. For example: small card led, three small cards of that suit in Dummy, Third Hand with Queen-Jack, should play Jack; with Queen-Jack-Ten, should play Ten. The play of the Queen would deny the presence of the Jack, the play of Jack would deny the presence of the Ten in the hand of the player.

In leading with Ace-King (doubleton) the Ace is led first, followed by King, to show no more of the suit when a ruff is desired; but with Ace-King and one or more others the King is led as, when it wins, it shows the Ace; but with this exception the lead of any card denies the presence in the hand of the leader of the card next above the card led. For example: Queen is led from Queen-Jack-Ten or from Queen-Jack-9. The lead of the Queen makes it probable that the leader has the next lower touching card (the Jack), but

positively states that he does not hold the touching card next higher (the King).

The only occasion upon which the higher of touching cards should be played by an adversary of the Declarer is when he is positive that the play cannot upset the calculations of his partner and may deceive the Declarer; he may then advantageously play the higher of touching cards. For example; Fourth Hand, with King-Queen over Ace-Jack-Ten, may properly play the King before the Queen, if Declarer finesse the Ten. This may induce Declarer to finesse Jack when he next leads the suit. But only in a situation of that character should an adversary depart from the vitally important although ultra rudimentary rule under consideration.

THE COME-ON SIGNAL

One of the best and most serviceable means by which an adversary conveys information to his partner is the Come-On Signal or, as it is generally called, "The Signal." A signal is made, when not attempting to win the trick, by the play of an unnecessarily high card. For example: if the King and then the Ace of a suit are led, the play of the 6 followed by the 5 would constitute a signal, as the 6 is an unnecessarily high card. The

ordinary course of procedure would be for a player with 6-5 to play the 5 on the first trick and the 6 on the second trick. Departing from the usual, and playing the unnecessarily high 6 followed by the 5, allows special information to be conveyed by a play which cannot affect trick-taking and which otherwise would be absolutely unimportant.

Even when playing high cards, the signal may be given. For example: with Queen-Jack of a suit, the play of the Queen first followed by the Jack, instead of the normal and informatory play of the lower of touching cards first, would be a signal.

The meaning of this signal is that the player who makes it desires the continuation of the suit in which it is made. Playing in the ordinary order, lower before higher, means that the continuation of the suit is not requested. The signal was originally used merely to indicate ability and desire to ruff the third round of the suit in which the signal is made; but it soon became evident that it is foolish to limit it to any such narrow meaning. A player who cannot trump the third round of a suit, frequently desires it to be led three times. He may have the Queen and be able to win the third round, or he may know the third

lead will advantageously force Declarer's strong hand, or that it will establish a Thirteener, or that a continuation of the suit, and thus placing the lead with the Declarer, is wiser than opening a new suit. The signal, as now used, means "Continue the suit; I have some reason which convinces me that I should direct you to do so."

Failure to signal may or may not be a command saying, "Shift the suit." It is not apt to be as important for a player to ask for a shift as it is for a continuance, but a failure to signal at least suggests that a shift is probably advisable; under such conditions the leader should not continue the suit, unless his own hand makes it clear that it is advisable to do so.

The signal can be given on either the partner's or Declarer's lead, but is mainly used when the partner is leading as it is then apt to be of immediate value. It should be watched for with great care by a leader when he is leading two winners.

The first trick will frequently show him that his partner is not signaling and will consequently suggest a change of suit. The play of the Deuce, or of any card which the leader can read as being the lowest, tells him that either the card is a singleton or that his partner is not beginning a

signal. Even a comparatively high card may sometimes be marked on the first round as the lowest; for example, a 6 is played by the partner, Dummy has the 5, 3 and 2, and the leader the 4. It would at once be evident that the partner is not signaling as the 6 must be his lowest. Just as the first card may show that a player is not starting a signal, so it may convey the opposite intimation. A player anxious to have the suit continued, if he have more than two cards available for starting a signal, should play the highest he can spare so as to emphasize the signal. For example: partner leads Ace, Third Hand, holding King-9-4-3 and desiring that the suit be continued, should play the 9. The 4 would also be the start of a signal, but from the leader's viewpoint the probability that a signal was being started would not be as great as would the case if the 9 appeared on the first trick.

With Jack-X or Ten-X (King being led by partner) some players decline to signal even when they are most anxious for a chance to ruff, because of a common saying "Do not signal with an honor." This saying doubtless came into being because with King-X or Queen-X, the high cards being of such obvious value, a signal is apt to cost a trick. In

some way the doctrine that a signal should not be made with King or Queen and one other (which is sound) has been extended to the holding of Jack-X and Ten-X (which is unsound). For example: with Jack-2, partner leading King, the play of the 2 would suggest to the partner that he shift the suit, which is exactly the thing the Third Hand does *not* wish him to do.

THE DISCARD

As the signal is used in discarding as well as in following suit, the Discard should be considered in connection with the signal. Various complicated methods of discarding have been suggested, but none of them has proved as practical or serviceable as the simple discard from weakness, which is the system in general use. The weakness discard meets every possible requirement even when the signal in the discard is also used. A signal by discard is made by discarding first a higher card and then a lower card of the same suit; it shows that the lead of that suit is requested. To state it in another way: an ordinary discard (for example first a 3, next a 5 of a suit) shows weakness; but a reverse in that discard (first the 5, then the 3) would be a signal, showing strength.

A signal in a discard necessarily shortens the strong suit; this can be avoided when it is possible to discard a small card from each of two other suits, which by inference indicates a preference for the remaining suit. A discard of the lowest card of a suit shows weakness in that suit, negatives all possibility of a signal, and by itself transmits important information. For example: Diamonds are led twice and the partner of the leader holds—

Spades	A-K-9-3-2;
Hearts	8-5-4-2;
Diamonds	None;
Clubs	9-7-5-3.

It would be possible to suggest a Spade lead by discarding the Heart 2 and Club 3; or by discarding first the Spade 9 or 3, and then Spade 2. The two Spade discards, with a signal, would show a positive desire for a Spade lead; the discard of the lowest Heart would show weakness in Hearts, of the lowest Club weakness in Clubs; and the two combined would announce a preference for a Spade lead, as compared with a lead of Hearts or of Clubs. The discard of a Heart and a Club is not, however, *a demand* for a Spade lead and it must also be remembered that the discard from two

suits cannot be completed without *two* discards. The signal by a high discard can be made by the play of *one* card whenever the discarder can spare for his first discard a card as high as a 7 or 8.

The discard of a 3, followed by a 2 of the same suit, is just as much a signal as a 9, followed by a 2 (it may be the most emphatic signal the discarder is able to make); but to the partner of the discarder, the 3 does not look as if it were the start of a signal and until the signal is completed by the play of the 2 he must infer that the discarder is weak in that suit. The discard of a 9, however, bears every ear mark of a signal. It is almost a certainty that the discarder has a smaller card in the suit and, if he have no chance to make a second discard, it is safe to guess that he is signaling and to lead the suit. This "guessing at a signal," which at first was a chance taken by the partner of the discarder of a high card, has now become a widely recognized convention. A discarder who wants to indicate a suit by *one* discard, "calls," or to be accurate "yells," by playing a 7, 8, 9 or Ten. His partner considers the single discard of so high a card to be *ipso facto* a call, and answers it as soon as the opportunity arises. As a discard of

a 7 or higher card is considered a call, a discarder with Ten-9-7, 8-7 or any such holding, who does not want that suit led, should discard some other suit.

In hands in which the Declarer is absolutely in control and is leading, and when the only hope of the adversaries is to take one or two more tricks, it is often unwise to give too much information. In such a case, a bluff discard (*i. e.*, showing strength where it does not exist) may be effective; but in any event weakness should not be so positively indicated that Declarer will know which way to finesse.

In No Trumps or with the trumps exhausted, it is unwise to discard a singleton or too many cards of a weak suit. When a player has bid a suit, it is unnecessary for him to repeat the announcement of strength by signaling in the discard.

LEAD THROUGH STRENGTH AND UP TO WEAKNESS

The exposing of the Dummy sometimes enables an adversary of Declarer to make a clever play by taking his partner's trick in order to lead through strength and up to weakness; when, if partner were left in the lead, he would have to lead through weakness, up to strength. An illustration follows—

In Bidding / In Play	Dealer Closed Hand	Second Hand Leader	Third Hand Dummy	Fourth Hand Leader's Partner
Spades	9-7;	K-J-4;	A-Q-10-8;	6-5-3-2;
Hearts	A-K-Q-6-4;	7-3;	J-10-9-5;	8-2;
Diamonds	K-8-7;	A-10-3;	6-5-4-2;	Q-J-9;
Clubs	10-9-8.	K-Q-J-5-2.	3.	A-7-6-4.

The correct bidding would be,

1 Heart	Double	2 Hearts	Pass
Pass	Pass		

The King of Clubs being led and but one Club in Dummy, leader's partner should win the first trick by playing the Ace of Clubs so as to lead Diamonds (through Closed Hand, toward the doubler, and up to weakness) before the Closed Hand can discard any Diamonds on Dummy's Spades. This play would save the game; unless it be made, Declarer should make five odd.

FORCE DECLARER'S STRONG HAND

It is the most exceptional hand in which it is not good play, if the opportunity arise, to force whichever hand of the Declarer is long in trumps. It will be remembered that a Declarer should not force his own strong hand (see page 349) and it is obvious that if the play be disadvantageous for Declarer, it is advantageous for his adversaries. This forcing should be continued as long as the

weak trump hand (generally Dummy) has a card of the suit with which the force is being administered; but, unless the weak hand be trumpless, the forcing should cease as soon as the weak hand has no more of the forcing suit. To lead a suit which Declarer can trump with his weak trump hand, and upon which he can discard from the other, is generally equivalent to presenting him with a trick.

BLOCKING THE DUMMY

When the Declarer is playing No Trump and Dummy holds a long suit without re-entry, an adversary, if possible, should block it and prevent the long cards from making, by holding the winning card until Declarer has played what is necessarily his last card of the suit.

AVOID OPENING NEW SUITS

After a suit has been opened, either by the player who wins the first trick or by his partner, it should be continued unless the situation shows a shift to be advisable. When the high card strength of a suit is divided between the two sides, opening it will probably cost a trick. To open any suit, which is not headed by Ace-King or a three-card sequence, is generally disadvantageous.

A player should also remember that the lead of his partner has been made with some object and should, therefore, be returned except when the holding of Dummy or some other development renders such action plainly inadvisable.

Shifting suits is about as advantageous as swapping horses while crossing a stream, and the advice to return the partner's suit rather than risk a new one applies with equal force whether a No Trump or suit declaration is being played; but it does not refer to the situation in which the partner evidently desires that the suit he has declared be led through strength up to him. Neither does it refer to the situation in a No Trumper in which the leader has shown exactly four in the suit (three remaining) and Dummy and partner of leader originally held a total of four between them. In that case Closed Hand must have had five originally (four remaining) and the suit, instead of being the leader's, is really one that Declarer is anxious to establish. Should the partner of the leader and Dummy have a total holding of less than four of leader's four-card suit, the reason for not returning it is still more pronounced.

HOW TO RETURN PARTNER'S LEAD

Playing against a No Trump, when the original lead is returned, the winning card (if held) should be led. If without the winning card, the highest should be returned from either three or two remaining. With four remaining (five originally), the lowest should be led because the holding may be longer than that of the original leader.

Against a suit declaration, the best card of partner's suit (if held) should be led; if without the best card the highest, unless the card led by partner makes it probable that he has opened a short suit. None of these rules applies in the case, readily distinguishable, in which strength shown in Dummy in the suit makes it necessary to hold a high card over that hand; the play must then be made to fit the situation, and not according to any hard-and-fast rule.

THE FINESSE OVER DUMMY

It is generally easy for the player at the left of (sitting over) the exposed Dummy to determine when to finesse. As the object of a finesse is to catch a high card on the right, *it is useless to finesse against nothing.* For example, a Jack is led against a No Trump; Third Hand has King and others, Dummy (being Second Hand) has Queen. It is

obvious that the King should not be played by Third Hand unless Dummy cover the Jack with the Queen; but with the same lead and the same Third Hand holding, if Dummy have only worthless cards, Third Hand should play the King because Declarer must have the Queen (the lead of Jack denies Queen) and will win with it, if the Jack be passed. The lead of the Jack must have been from Ace-Jack-Ten or from a long suit headed by Jack-Ten. If the former, the play of the King ensures every trick; if the latter, it helps clear the suit.

When a lead has been made in answer to Third Hand's bid, the situation is quite different. In that case, the lead does not show strength and it may be advantageous for Third Hand to pass it up to the Closed Hand. For example: Third Hand, with six Hearts headed by King-Ten and two re-entries, has bid Hearts. Declarer is playing No Trump, and the opening is the Jack of Hearts.[1] Dummy is without Heart strength and Declarer is clearly marked with *both* Ace and Queen of Hearts. Third Hand should, therefore, play small. The play of the King cannot be of any benefit and, should Declarer have the 9,

[1] Leader would have led Queen if he had held Queen-Jack.

would be most expensive. This is not a finesse. The position of the winning cards is marked; the Closed Hand must take two tricks in the suit; this play may keep him from making three.

Playing against a No Trump, Third Hand should finesse when Dummy's holding and his own are respectively as shown below:

Dummy	Third Hand
King and one or more others	Ace-Queen Ace-Jack Ace-Ten
King-Jack and one or more others	Ace-Ten Ace-Nine Queen-Nine
King-Ten and one or more others	Ace-Nine
Queen and two or more others	Ace-Jack Ace-Ten King-Jack King-Ten
Jack and two or more others	Ace-Ten King-Ten Queen-Ten

Unless Third Hand has a fourchette over Dummy (*e. g.*, King-Jack, with Queen in Dummy; Queen-Ten, with Jack in Dummy) he should not finesse against a singly guarded Queen or Jack (Queen-X or Jack-X) in Dummy when it is probable that Declarer has only two cards of the suit.

COVERING AN HONOR WITH AN HONOR

An Auction precept which is generally quoted and much too generally observed is "Always cover an honor with an honor." The application is that Second Hand, an honor being led, should always play a higher honor, if he have one. It is a mistake to use either "always" or "never" when stating any Auction doctrine; and it is most misleading to say that an Auction player should *invariably* cover an honor with an honor, when it would be an exaggeration to say that he should *generally* do so, although quite accurate to say that the play should *frequently* be made.

A few illustrations may help to simplify a really difficult situation. If Declarer should lead a Queen from Closed Hand with Ace-Jack in Dummy; it would be obvious to a Second Hand, holding King-Ten-X, that should he fail to cover the honor with the honor (that is play the King on the Queen) Declarer would finesse, the Queen would win the trick, and the Ace-Jack would be left in Dummy to catch Second Hand's King-Ten. This would end the trick-taking possibility of Second Hand in that suit. The situation would be practically the same if Second Hand's holding were King-X-X, because in that case his partner

might have the Ten, which would be made good by the cover and would otherwise be worthless. There are other situations in which Second Hand should cover because covering will either surely or probably make good a card in the hand of the coverer or that of his partner.

There are many situations, however, in which covering an honor with an honor would help the Declarer, he having led the honor with the hope that a guileless adversary will be tempted to cover.

Playing a No Trump with a long suit in Dummy headed by Queen-Jack-Ten, Queen-Jack, Queen-Ten or any similar combination and with no entry in Dummy except in that suit; it would be the limit of folly for Second Hand with King-X-X or King-X-X-X to play King on an honor led by Dummy and thus probably make good for Dummy a long suit, the running of which would be blocked by not covering.

A similar case would arise with Closed Hand leading a Queen, if Dummy held Ace-X and Second Hand King-X-X, or Dummy Ace-X-X, Second Hand King-X-X-X. The King will surely make a trick if held up and, while covering with it may make a card good in the partner's hand, it is most unlikely to do so and the result of the cover is

almost certainly a present of a trick and an established suit to the Declarer.

Another situation in which it generally is unwise to "always cover" is when Second Hand has Queen-X or Queen-X-X, the Jack is led, and Dummy has Ace *or* King. When a clever Declarer has Ace in one hand, King in the other, and both Jack and Ten (either divided or in the same hand); he can finesse either way to catch the adverse Queen. He is usually in doubt which way to take the finesse, and by leading an honor which he hopes Second Hand will cover, tries to inveigle Second Hand into a play which would make the guess unnecessary and give Declarer every trick in the suit. When Second Hand does not cover, Declarer is very apt to place the Queen in the Fourth Hand and consequently to decline the finesse on the first round and to try it, the other way, on the Second. This of course enables the Queen, when it is held by Second Hand, to take a trick.

It is impossible, however, to lay down any invariable rule which should be applied in every case of covering. No other Auction subject is as difficult to explain. With exactly the same cards in Second Hand and Dummy, and with the same honor led, it may be advisable to cover in one

case and not to do so in the next. For example; with King-Ten-X in Dummy and Jack led, Second Hand with Queen-X-X is placed in an awkward position; the cover would be foolish if Closed Hand held Ace-9-X-X but wise if partner held Ace-9-X. All that can be said is that Second Hand should use his best judgment, attempt to diagnose Declarer's plans and try to out-general him in the battle of wits.

RUFFING

Whenever an adversary of the Declarer has less trump strength than Jack-X-X-X, he is apt to gain a trick if, before Declarer is able to obtain the lead and exhaust the adverse trumps, he ruff some winning card of Closed Hand or Dummy. It is with the hope of doing this that opening leads are made (sometimes wisely, sometimes unwisely) with such holdings as, weak singletons or doubletons, Ace-X, King-X or Queen-X.

These leads, when successful, are apt to pick up one or more tricks; when unsuccessful they are generally quite disastrous. In other words they are a gamble. There are other situations, however, in which a ruff may be asked for in a manner not so obvious and much less dangerous. A

couple of illustrations follow, showing the way to utilize a singleton Ace.

In Bidding / In Play	Second Hand Closed Hand	Third Hand Leader	Fourth Hand Dummy	Dealer Leader's Partner
Spades	A-K-Q-J-6-4;	10-8-5;	3-2;	9-7;
Hearts	K-3;	J-10-9-5;	7-2;	A-Q-8-6-4;
Diamonds	10;	7-6-5-4-2;	K-Q-J-9;	A-8-3;
Clubs	8-6-4-2.	A.	K-Q-J-7-5.	10-9-3.

Dealer has bid one Heart, which Second Hand has overcalled with Spades and (assisted by Fourth Hand) has become Declarer.

Leader, before opening his partner's suit, should lead his singleton Ace of Clubs, and then a Heart to his partner's bid. When the partner of the leader wins the second trick with the Ace of Hearts, he should (trick 3) lead a Club, as the lead of the Club Ace and then the shift to Hearts marks the leader without another Club. At trick 4, leader can mark his partner without the King of Hearts (the partner has denied the King by playing the Ace of Hearts), and with the Ace of Diamonds.[1] The Diamond lead (trick 4) and another ruff of Clubs (trick 5) would hold Declarer to two-odd.

[1] The following inferences enable the leader to mark the Ace of Diamonds in his partner's hand. The partner (Dealer) has bid one Heart without the King or Queen-Jack of Hearts, consequently he must have a quick trick on the side. The quick trick cannot be in Spades or Clubs nor can it be King-Queen of Diamonds, so it must be the Ace of Diamonds.

Another illustration—

	Closed Hand	Leader	Dummy	Leader's Partner
Spades	J-7;	10-8-6;	A-K-Q;	9-5-4-3-2;
Hearts	A-K-Q-6-4;	3-2;	J-10-9;	8-7-5;
Diamonds	K-Q-8-7;	10-9-4-3;	J-6-5-2;	A;
Clubs	9-8.	K-Q-J-2.	5-4-3.	A-10-7-6.

The Declarer, who was the dealer, is playing a Heart contract. The opening lead is the King of Clubs. Leader's partner can save game by taking leader's Club King with Club Ace, leading the singleton Ace of Diamonds, and then returning the Club. This play must save game unless Closed Hand has only one Club, in which case it would not be harmful.

ORIGINAL LEADER, AGAINST A NO TRUMP, SHOULD NOT WIN SECOND TRICK WHEN HE CANNOT WIN THIRD

Playing against a No Trump contract, the original leader who opens a 5-card or longer suit, the first trick of which is won by his partner with Ace or King, should not, as a rule (the suit being returned, trick 2), win the second trick with the highest card of the suit, unless able to win the third trick and run the suit. For example: Leader opens Ace-8-6-5-2 with the 5, Dummy holds

7-3, partner wins with King and returns the 9; Closed Hand plays Ten on trick 1, Jack on trick 2. Closed Hand is marked with Queen,[1] partner with the 4.[2] Should leader, without a re-entry, win trick 2 he could easily establish the suit, trick 3, but he could never get in again to win tricks with the two established cards. On the other hand, if he duck trick 2 the suit would be established when his partner, who doubtless has an entry (if not the situation is hopeless), gets in to lead it. This would mean four tricks in the suit and a game saved.

The advantage of this duck, when leader is without a re-entry, is generally recognized; but many believe that when leader has a re-entry he should win the second trick, clear his suit on the third and use the re-entry to get in and win the established cards. This is a safe procedure when the re-entry is sure and quick; but when it is doubtful or slow, the duck is much wiser as Declarer may be able to win his game before the re-entry can be utilized. An illustration of this follows. Declarer is playing a No Trump contract.

[1] Partner would have led Queen (trick 2) had he held it.
[2] Closed Hand would have played it (trick 1) had he held it.

	Closed Hand	Leader	Dummy	Leader's Partner
Spades	7-6;	K-10-9-8-4;	Q-J-2;	A-5-3;
Hearts	A-Q-8-2;	K-6-4;	7-3;	J-10-9-5;
Diamonds	Q-J-9;	8-7;	A-10-6-4-3;	K-5-2;
Clubs	A-Q-3-2.	10-9-7.	K-J-4.	8-6-5.

Leader opens Spades and on the second trick has the option of ducking or of winning and establishing the suit with the expectation of using the King of Hearts as an entry. If he duck, his partner would win later with King of Diamonds, lead a Spade and game would be saved. If leader win trick 2 and clear the Spades, partner would win with King of Diamonds but would not have a Spade to lead. Partner would try to put leader in with a Heart but Declarer should not finesse the Queen of Hearts as he would have a sure game (one Spade, one Heart, four Diamonds and four Clubs) without the finesse. Furthermore Declarer could mark leader with King of Hearts, as it would be the only card with which leader could expect to enter. Even without that information, the finesse would be the limit of folly as; if successful it would only gain one unimportant trick, if unsuccessful it would lose three tricks and game.

It is evident therefore that it is most essential for leader to duck the second Spade trick.

PART THREE

THIRTY AUCTION HANDS

An Auction textbook would be quite incomplete if it did not contain a collection of hands illustrating brilliant and instructive plays; the object of Part Three is to meet this requirement. The lay-out of the hands and the text are so arranged that the hands may be played before the point they are given to illustrate is disclosed. A party of three can readily sort the cards and play each hand; after each play comparing the result obtained with the correct play and comment which follows. South is always Dealer and Declarer; North is always Dummy. Players will naturally take turns at being Declarer. When three players are not available, two or even one can readily lay out the hands and try the plays.

The Hands in Part Three having been selected with the idea of illustrating points of play, little attention is paid to the bidding; the bidding is always given, although in most cases it is obvious.

In the record of the play the card that is led is underlined and the card marked with an asterisk (*) is the card that wins the trick. The score is love all in every hand but one and then the exception is specifically noted.

No. 1

The Hands

		North: Spades Queen-Jack; Hearts Ace; Diamonds Ace-10-8-4-2; Clubs Ace-10-8-3-2.			
Spades	8;			7-6-5-4-3-2	Spades;
Hearts	Queen-8-4-2;	West	East	9-7-6-5-3	Hearts;
Diamonds	9-7-6-3;			King	Diamonds;
Clubs	9-7-6-4.			King	Clubs.
		(Dealer) South: Spades Ace-King-10-9; Hearts King-Jack-10; Diamonds Queen-Jack-5; Clubs Queen-Jack-5.			

The Bidding

South	West	North	East
1 No Trump	Pass	2 No Trump	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Ht. 2	Ht. A*	Ht. 6	Ht. 10
2.	Sp. 8	Sp. Qn	Sp. 2	Sp. A*
3.	Dia. 3	Sp. J	Sp. 3	Sp. K*
4.	Cl. 4	Cl. A*	Cl. K	Cl. Qn
5.	Cl. 6	Cl. 2	Ht. 5	Cl. J*
6.	Cl. 7	Cl. 8*	Ht. 3	Cl. 5
7.	Cl. 9	Cl. 10*	Ht. 7	Ht. J
8.	Ht. 4	Cl. 3*	Sp. 4	Dia. 5
9.	Dia. 6	Dia. A*	Dia. K	Dia. J
10.	Dia. 7	Dia. 2	Ht. 9	Dia. Qn*

The three cards in the Closed Hand all being winners, Declarer will make a Grand Slam.

COMMENT

Trick 1. The lead of the Deuce of Hearts (the lowest card of the suit) against a No Trump, shows Declarer that West is opening a 4-card suit; and the Hearts in Declarer's two hands show that the leader's suit is not better than Queen-9 high. Declarer can assume that West has led from his best suit and has no suit stronger or longer than Hearts.

Trick 2. Declarer leads Spades from Dummy and over-takes in Closed Hand so as to put Closed Hand in the lead to finesse either Diamonds or Clubs. The play of the 8 of Spades by West is either a false card or West has no more Spades.

Trick 3. Declarer leads another Spade to find out whether West has any more and West discards. *This enables Declarer to mark East with two singleton Kings; Diamonds and Clubs.*

The deduction is reached by the following reasoning: West having but a single Spade and no 5-card suit, must have held three 4-card suits, Hearts, Diamonds and Clubs. If West's Diamonds or Clubs had been King-high, he would have opened a King-suit in preference to a Queen-high Heart suit. Closed Hand and Dummy together have eight Diamonds and eight Clubs,

East therefore has one Diamond and one Club. As neither the King of Diamonds nor the King of Clubs is in the Dummy or the Closed Hand and neither can be held by West, East must have two singleton Kings.

Tricks 4–13. After making the above explained deduction, Declarer refuses both finesses and makes a Grand Slam.

No. 2

The Hands

Spades	7-5-4-2;
Hearts	King-10-9;
Diamonds	Jack-9-6-2;
Clubs	10-4.

		North			
Spades	Jack-8-6-3;			Ace-King-9	Spades;
Hearts	8-7-5-3;	West	East	Queen-6	Hearts;
Diamonds	4;			Queen-10-8	Diamonds;
Clubs	Queen-7-6-5.			Jack-9-8-3-2	Clubs.
		(Dealer) South			

Spades	Queen-10;
Hearts	Ace-Jack-4-2;
Diamonds	Ace-King-7-5-3;
Clubs	Ace-King.

The Bidding

South	West	North	East
1 No Trump	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Cl. 5	Cl. 4	Cl. 8	Cl. K*
2.	Dia. 4	Dia. 2	Dia. 8	Dia. A*
3.	Ht. 3	Dia. 9	Dia. 10	Dia. K*
4.	Ht. 5	Dia. J	Dia. Qn *	Dia. 3
5.	Sp. 6	Sp. 2	Sp. K.*	Sp. 10
6.	Sp. 3	Sp. 4	Sp. A*	Sp. Qn
7.	Sp. J*	Sp. 5	Sp. 9	Ht. 2
8.	Sp. 8*	Sp. 7	Ht. 6	Ht. 4

Declarer will win the remaining tricks, but the adversaries have saved game.

Comment

Trick 1. West's lead of the Five of Clubs against a No Trump, shows East that West has opened a 4-card suit. West can be sure of this, because he has the 2 and 3 of Clubs in his own hand and the 4 of Clubs was exposed by Dummy. All the Clubs lower than the card led having been accounted for, the leader's fourth-best must have been his lowest.

Trick 2. Declarer with nine Diamonds in his two hands starts an effort to drop the four adverse Diamonds and thus to establish his long suit.

Trick 3. West discards a Heart which enables East to deduce that West has four Spades, same process of reasoning as that explained in comment

on Hand 1, trick 3. (At No Trump, the opening of a 4-card suit, followed by the play of a singleton, shows an original holding of four cards in each of the two remaining suits.)

Trick 4. Declarer, with a defenseless Spade suit, must realize that there is some danger in giving East the lead; as it happens, however, Declarer has no option; he cannot make game without establishing his Diamonds. Furthermore he cannot suppose that East had both the 3 and 2 of Clubs and consequently is able to count the Spades. It seems almost certain that East will return his partner's Club suit, which would mean game for Declarer. If Declarer should lead Hearts (trick 4) and succeed in catching the adverse Queen, four Heart tricks would not carry him to his goal; he would still have to make up his Diamonds in order to go game.

Tricks 5–7. East leads Spades because he knows that Closed Hand *has only two Spades*, both of which must fall on East's Ace-King; that West has four Spades and the two highest of West's Spades must both be higher than Dummy's highest Spade (the 7).

Leading Spades *must save the game.* It is

possible, but not probable, that the one remaining Club in the Closed Hand[1] is not the Ace. That, however, does not matter; if the Clubs are established they can be run as well (and four tricks made with them) *after the game has been saved* by cashing four Spade tricks. The Closed Hand has but one Club so the Club lead can be made just as effectively from the West hand as from the East.

No. 3

The Hands

	Spades 8-5-3; Hearts 5-4-3-2; Diamonds 8-7-3; Clubs King-8-6.
Spades Queen-9-6; Hearts Jack-10-8; Diamonds Ace-King-Qn-9; Clubs 9-5-3.	North West East (Dealer) South
	10-7-4-2 Spades; Queen Hearts; 10-6-5-4 Diamonds; Jack-10-7-4 Clubs.
	Spades Ace-King-Jack; Hearts Ace-King-9-7-6; Diamonds Jack-2; Clubs Ace-Queen-2.

The Bidding

South	West	North	East
1 Heart	Pass	Pass	Pass

[1] West opened a 4-card suit, Dummy had two Clubs, East five, total eleven; Closed Hand therefore had two Clubs, has played one, and has one remaining.

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Dia. K*	Dia. 3	Dia. 6	Dia. 2
2.	Dia. Qn*	Dia. 7	Dia. 4	Dia. J
3.	Dia. A	Dia. 8	Dia. 5	Ht. 6*
4.	Ht. 8	Ht. 2	Ht. Qn	Ht. A*
5.	Ht. 10	Ht. 3	Dia. 10	Ht. K*
6.	Cl. 3	Cl. 6	Cl. 4	Cl. A*
7.	Cl. 5	Cl. 8	Cl. 7	Cl. Qn*
8.	Cl. 9	Cl. K*	Cl. 10	Cl. 2
9.	Ht. J*	Ht. 5	Cl. J	Ht. 7
10.	?			

Declarer will take the last four tricks and go game regardless of whether West lead a Spade or a Diamond. The Spade would be *up to* an Ace-King-Jack, the Diamond would permit Declarer to trump with one hand and to discard a Spade from the other.

Comment

Tricks 1–2. East signals because a third lead of Diamonds will probably force the Closed Hand and in any event a Diamond lead is better than for West to lead toward East's weak Spades or Clubs.

Tricks 4–5. Declarer tries to drop the four adverse trumps.

Trick 6. Declarer has lost two tricks and must lose a trump trick. If he lose one more he will not make game. In Spades he has Ace-King-Jack in Closed Hand. Should he lead these Spades from that hand he would lose a Spade trick

(unless the Queen would fall, a most improbable contingency) as with the lead *from* the Ace-King-Jack it would not matter which adversary held the Queen. If, however, Dummy be put in the lead with the King of Clubs and the Spade finesse be tried, Declarer would have at least a fifty per cent chance of taking all the Spade tricks. This is the expedient which would be adopted by the player of average ability. The expert, however, would prefer a certainty of game to a fifty per cent chance and would realize that the certainty was within his grasp. The Elimination play, a weapon which the super-player frequently wields with great effect, and which saves the necessity of many a finesse and produces many a game or Slam quite unattainable without it, would in this situation guarantee the desired result.

Tricks 6–8. Declarer eliminates the Clubs from his two hands so that even if West have the thirteenth Club, leading it would produce game for Declarer. The theory of Elimination is that by exhausting a certain suit (in this case Clubs) or suits (in many hands two suits have to be eliminated), and then placing the lead with the adversary on the left of a tenace, that adversary will be forced either to lead up to Declarer's tenace or to

lead a card which Declarer can trump with one hand and on which he can discard a losing card from his other hand, thereby gaining a trick.

Trick 9. Declarer puts West (the adversary on the left of the tenace) in the lead and the game is assured; but had the Spade finesse been tried, it would have lost and the chance for game would have gone with it. It will be noticed that, should Declarer place the lead *before* eliminating the Clubs from his own two hands, West could lead a Club and Declarer's only chance for game would then be the Spade finesse which, in this case, would lose. Many a player has complained about his "hard luck" in losing finesses that he did not have to take.

No. 4

The Hands

Spades	Queen-Jack;
Hearts	10-7-6-3;
Diamonds	Ace-King-Queen;
Clubs	8-5-4-3.

		NORTH			
Spades	King-8-7;			9-6-5-4-3-2	Spades;
Hearts	Queen-Jack-4;	WEST	EAST	None	Hearts;
Diamonds	9-8-3;			Jack-10-7-5	Diamonds;
Clubs	Qn-Jack-10-9.	(Dealer) SOUTH		7-6-2	Clubs.

Spades	Ace-10;
Hearts	Ace-King-9-8-5-2;
Diamonds	6-4-2;
Clubs	Ace-King.

The Bidding

South	West	North	East
1 Heart	Pass	2 or 3 Hearts	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Cl. Qn	Cl. 3	Cl. 2	Cl. A *
2.	Ht. 4	Ht. 3	Sp. 2	Ht. A*
3.	Ht. J	Ht. 6	Sp. 3	Ht. K*
4.	Cl. 9	Cl. 4	Cl. 6	Cl. K*
5.	Dia. 3	Dia. Qn*	Dia. 5	Dia. 2
6.	Cl. 10	Cl. 5	Cl. 7	Ht. 2*
7.	Dia. 8	Dia. K*	Dia. 7	Dia. 4
8.	Cl. J	Cl. 8	Sp. 4	Ht. 5*
9.	Dia. 9	Dia. A*	Dia. 10	Dia. 6
10.	Ht. Qn*	Ht. 7	Dia. J	Ht. 8
11.	?			

Declarer will take the last three tricks and make a Small Slam.

Comment

Trick 4. Declarer sees that he will make a Small Slam if he can eliminate *both* Diamonds and Clubs from *both* Closed Hand and Dummy *before* West can take the lead. With Declarer's Diamonds and Clubs eliminated, West can be placed in the lead and West would then have to lead Spades *up to* the combination major tenace (Queen-Jack in Dummy, Ace-Ten in Closed Hand). To try for the elimination cannot cost

anything because, if West ruff, it would be with the best trump and Declarer could still try his Spade finesse, which would then be his only chance of making a Small Slam.

The principle in this hand and its predecessor are identical, the only difference being that in this hand two suits, instead of one, have to be eliminated.

The principal reason that elimination produces such remarkable results, is that it frequently enables a skillful Declarer to force the lead of a certain suit *up to* a hand containing King-X, or a tenace. When a Closed Hand has a major tenace, for example Ace-Queen of Spades, the chance of winning both Spade tricks depends upon the hand from which the Spade suit is led.

	Per Cent
If Closed Hand lead Spades, the chance of making two tricks is.	00
If Dummy lead Spades, the chance of making two tricks is.....	50
If adversary on left lead Spades, the chance of making two tricks is.....	100

With King-X of a suit in the Closed Hand and small cards in Dummy, a similar situation exists.

If Closed Hand lead the suit, the chance of making a trick is.	00
If Dummy lead the suit, the chance of making a trick is.....	50
If adversary on the left lead the suit, the chance of making a trick is.....	100

No. 5

The Hands

Spades	Queen-Jack-5;
Hearts	Jack-6-4-3;
Diamonds	Jack-7-5-4;
Clubs	10-8.

		NORTH			
Spades	King-9-8-3;			7-6-4	Spades;
Hearts	8-2;	WEST	EAST	10-9-7-5	Hearts;
Diamonds	8-6;			10-9-3-2	Diamonds;
Clubs	K-Q-J-9-5.			4-3	Clubs.
		(Dealer) SOUTH			

Spades	Ace-10-2;
Hearts	Ace-King-Queen;
Diamonds	Ace-King-Queen;
Clubs	Ace-7-6-2.

The Bidding

SOUTH	WEST	NORTH	EAST
1 No Trump)	Pass	Pass	Pass
or			
2 No Trumps)			

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Cl. K*	Cl. 8	Cl. 3	Cl. 6
2.	Cl. Qn*	Cl. 10	Cl. 4	Cl. 2
3.	Cl. J	Sp. 5	Sp. 4	Cl. A*
4.	Dia. 6	Dia. 4	Dia. 2	Dia. A*
5.	Dia. 8	Dia. 5	Dia. 3	Dia K*
6.	Sp. 3	Dia. 7	Dia. 9	Dia. Qn*
7.	Ht. 2	Ht. 3	Ht. 5	Ht. A*
8.	Ht. 8	Ht. 4	Ht. 7	Ht. K*
9.	Sp. 8	Ht. 6	Ht. 9	Ht. Qn*
10.	Cl. 9*	Sp. J.	Sp. 6	Cl. 7
11.	Cl. 5*	Sp. Qn	Sp. 7	Sp. 2
12.	?			

COMMENT

Tricks 1–2. Declarer does not win the Club until he is sure that the partner of the leader has no more Clubs.

Tricks 4–9. Declarer eliminates Diamonds and Hearts from the Closed Hand. By these six leads Declarer probably eliminates both suits from West's hand. But that is immaterial as Dummy would be left with the winning card of both suits and a lead of either by West (trick 12) would give Dummy the last two tricks.

Trick 10. Declarer ensures game by placing the lead with West, the adversary on the left of the combination Spade tenace, so that the Spade lead must be up to the tenace. It will be noted that placing the lead *before* eliminating *both* Hearts and Diamonds would not win the game if West, after winning with the Clubs, should regard his partner's discard (which warned him not to lead Spades) and should lead either Hearts or Diamonds.

This hand shows that the elimination situation may be developed in the play of a No Trump; it arises, however, more frequently in the play of a trump contract, being especially apt to occur when Dummy has long trumps.

No. 6

The Hands

Spades	Queen-3-2;
Hearts	Jack-6-4-2;
Diamonds	Ace-King-2;
Clubs	Ace-5-3.

Spades	10-8-5;
Hearts	7;
Diamonds	Qn-Jack-10-7-5;
Clubs	Jack-9-8-4.

NORTH

WEST EAST

(Dealer)
SOUTH

9-7-6-4	Spades;
Queen-10-9	Hearts;
6-3	Diamonds;
Queen-10-7-6	Clubs.

Spades	Ace-King-Jack;
Hearts	Ace-King-8-5-3;
Diamonds	9-8-4;
Clubs	King-2.

The Bidding

SOUTH	WEST	NORTH	EAST
1 Heart	Pass	3 Hearts	Pass
Pass	Pass		

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Dia. Qn	Dia. K*	Dia. 3	Dia. 4
2.	Ht. 7	Ht. 2	Ht. 9	Ht. A*
3.	Dia. 5	Ht. 4	Ht. 10	Ht. K*
4.	Sp. 5	Sp. 2	Sp. 4	Sp. A*
5.	Sp. 8	Sp. 3	Sp. 6	Sp. K*
6.	Sp. 10	Sp. Qn*	Sp. 7	Sp. J
7.	Cl. 4	Cl. 3	Cl. 6	Cl. K*
8.	Cl. 8	Cl. A.*	Cl. 7	Cl. 2
9.	Cl. 9	Cl. 5	Cl. 10	Ht. 3*
10.	Dia. 10	Dia. A*	Dia. 6	Dia. 9
11.	Dia. 7	Ht. 6	Ht. Qn*	Ht. 5
12.			?	

It does not matter whether East leads his Spade or his Club; Declarer can discard from one hand and trump with the other, which will enable him to make a Small Slam.

Comment

Trick 4. Declarer knows that East must win with the best trump and that he (Declarer) can win all the other tricks except a Diamond, which apparently he must lose as he has a losing Diamond in each hand and no opportunity to discard from either hand on a lead from the other. The elimination play, however, may produce the otherwise unobtainable Small Slam. The only chance is to force East to lead a suit which Declarer can trump with one hand and on which he can discard his losing Diamond from the other. This can be accomplished if (as is quite probable) West's original lead was from five Diamonds.

Tricks 4–9. Declarer eliminates Spades and Clubs from his two hands.

Trick 10. Declarer eliminates the last Diamond from East's hand.

Trick 11. Declarer places the lead.

Trick 12. It matters not whether East leads his Spade or his Club; Declarer will win the two remaining tricks.

No. 7

The Hands

Spades 9-7-6;
Hearts Ace-Queen-Jack-2;
Diamonds 8-4-2;
Clubs 7-4-3

		North		
Spades 10-3; Hearts King-10-9-6; Diamonds King-Jack-10; Clubs Qn-Jack-10-9.		West	East	Jack-8 Spades; 8-3 Hearts; 9-7-6-3 Diamonds; King-8-6-5-2 Clubs.
		(Dealer) South		

Spades Ace-King-Queen-5-4-2;
Hearts 7-5-4;
Diamonds Ace-Queen-5;
Clubs Ace.

The Bidding

South	West	North	East
1 Spade	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Cl. Qn	Cl. 3	Cl. 6	Cl. A*
2.	Sp. 3	Sp. 6	Sp. 8	Sp. A*
3.	Sp. 10	Sp. 7	Sp. J	Sp. K*
4.	Ht. 6	Ht. J*	Ht. 3	Ht. 4
5.	Cl. 9	Cl. 4	Cl. K	Sp. 2*
6.	Ht. 9	Ht. Qn*	Ht. 8	Ht. 5
7.	Cl. 10	Cl. 7	Cl. 2	Sp. 4*
8.	Ht. 10	Ht. A*	Cl. 5	Ht. 7
9.	Ht. K*	Ht. 2	Cl. 8	Dia. 5
10.	?			

If West lead a Diamond, it is *up to* Ace-Queen; if he lead a Club, Declarer would trump with Dummy's Nine of Spades and discard the Queen of Diamonds from Closed Hand. In either case, Declarer will win the four remaining tricks and score a Small Slam.

COMMENT

Tricks 2–3. Declarer exhausts adverse trumps.

Trick 4. Declarer tries the Heart finesse in Dummy.

Trick 5. The Heart finesse being successful, Dummy puts Closed Hand in so it may be repeated.

Trick 6. The Heart finesse being again successful, the King of Hearts is marked in the West hand. The Ten of Hearts may be in either adverse hand.

Trick 7. It is quite obvious that the Heart may now be led with equal advantage from either hand, but a little consideration will show the importance of first eliminating the remaining Club from Dummy.

Trick 8. Declarer is disappointed in the break of the adverse Hearts; had the King and Ten been divided, Dummy on trick 9 could have led the thirteenth Heart, and on trick 10 the Diamond finesse could have been tried for a Grand Slam. As it is, a Grand Slam is impossible because

Declarer has a losing Diamond in each hand and no possible opportunity to discard. The Diamond finesse may now be tried; if it succeed, a Small Slam would result; if it fail, Declarer would make 5-odd. The chances of success and failure are equal. But if Dummy now lead his losing Heart and Declarer, instead of trumping it, discard Closed Hand's losing Diamond; the lead is placed, the elimination play accomplished, and the Small Slam assured. The success of this play was made possible by the elimination of the last Club from Dummy, trick 7. With a Club remaining in Dummy, the play would be useless as West could lead a Club and force the Closed Hand.

THE ELIMINATION PLAY

The elimination play is so apt to gain a game-going or slam-producing trick that every good player should thoroughly understand it and should never miss an opportunity to use it. Learning how to make the play is not difficult, but many who understand the theory of elimination fail to recognize the opportunity when it arises. For those who are troubled in that way (only a handful of the most expert players in the country may be numbered among those who are not) it is wise to play over a number of hands in which elimina-

tion is possible, to note the elimination characteristics, and so learn how to watch for them.

To illustrate how frequently elimination situations arise and how generally they are overlooked, it may be worth the space to tell the story of a really clever player, the acknowledged star of his city. During the summer of 1923, this player while on his vacation, played a few rubbers at a prominent metropolitan club. At the end of the sitting he remarked that "his finessing luck had been rather rotten" as he "had tried four vital King finesses" and only once had he found the King on the right of the tenace. Viewed from his standpoint, he indubitably was sitting in "hard luck" because an even break of luck would have placed the King on the right twice instead of once. The real point of the story, however, is that the three finesses he lost *need not have been tried*, as in every case elimination would have forced the lead *up to* the tenace and avoided the risk of the finesse. The player was not playing in hard luck, but in good luck, as he won the only finesse which he had to risk. He did not realize this, however, and probably never will unless he reads this story and appreciates that he is the "hero" of the tale. It is but fair to explain that

in every other respect the game of the non-eliminator (both bidding and play) was flawless.

As an aid to those who do not recognize elimination situations when they arise, Hands 8 to 14 are given. The correct play is not shown immediately; merely the result which should be reached against the best defense. Finding the correct way to eliminate in these hands should familiarize the player with elimination principles and should make the play easy for him when, as will frequently happen, the opportunity presents itself.

The key for Hands 8–14 is on pages 432–434, at the end of Part Three. Players will find that the difficult situations incident to elimination will be more readily recognized in the future if the correct method of playing each of these hands be worked out with the cards on the table. Should the correct result (which is stated after each hand) not be obtained the first time, one more (if necessary several more) efforts should be made.

The key should not be consulted until:

1. The hands have *all been played properly* and verification is desired;

or,

2. The player is positive that without assistance, the result cannot be obtained.

No. 8

Position	South	West	North	East
In Bidding	Dealer	Second Hand	Third Hand	Fourth Hand
In Play	Closed Hand	Leader	Dummy	Leader's Partner
Spades	A-Qn-J-10-9-7;	K-6;	8-5-4-3-2;	None;
Hearts	A-J;	K-6-4;	Qn-10-9;	8-7-5-3-2;
Diamonds	5;	K-Qn-J-10;	A-8-2;	9-7-6-4-3;
Clubs	A-K-3-2.	10-9-7-6.	5-4.	Qn-J-8.

Declarer should make a Small Slam, Spades trump.

No. 9

Spades	8-7-6;	5-4-3;	A-Qn-10;	K-J-9-2;
Hearts	A-K-Qn-9-8-5;	10-7;	6-4-3-2;	J;
Diamonds	None;	A-K-Qn-J-10-6;	9-2;	8-7-5-4-3;
Clubs	A-K-Qn-9.	4-3.	8-7-6-5.	J-10-2.

Declarer should make a Small Slam, Hearts trump.

No. 10

Spades	A-Qn-4;	K-J-2;	10-9-8;	7-6-5-3;
Hearts	A-K-J-10;	9-6;	Qn-8-5-3;	7-4-2;
Diamonds	A-Qn-7-6;	10-9-8;	K-J-5-3;	4-2;
Clubs	J-2.	A-K-Qn-10-8.	7-6.	9-5-4-3.

Declarer should make game—10 tricks—Hearts trump.

No. 11

Spades	A-K-7-5-4;	Qn;	10-6-3-2;	J-9-8;
Hearts	A-Qn-9;	7-6-5;	J-3-2;	K-10-8-4;
Diamonds	5-3;	Qn-J-10-7;	A-K-9;	8-6-4-2;
Clubs	7-5-2.	Qn-10-8-6-4.	A-K-3.	J-9.

Declarer should make a Small Slam, Spades trump.

No. 12

Spades	A-Qn-6;	K-J-8;	7-5-3;	10-9-4-2;
Hearts	A-8-5;	Qn-7;	K-J-6-2;	10-9-4-3;
Diamonds	A-K-J-9;	8-4-3;	10-7;	Qn-6-5-2;
Clubs	K-Qn-5.	J-10-9-8-7.	A-6-4-3.	2.

Declarer should make a Small Slam, No Trump.

No. 13

Spades	A-K-Qn-9-8-4;	10-2;	7-6-5-3;	J;
Hearts	4;	A-K-Qn-8;	J-10-9;	7-6-5-3-2;
Diamonds	A-K-Qn;	5-4-3;	10-7-6;	J-9-8-2;
Clubs	A-Qn-6.	K-J-5-4.	8-7-3.	10-9-2.

Declarer should make 5-odd—11 tricks—Spades trump.

No. 14

Spades	A-K-Qn-J-9-6;	8-2;	10-7-5;	4-3;
Hearts	A-K-Qn-10;	6-4;	J-9-8;	7-5-3-2;
Diamonds	None;	A-K-Qn-5-4-2;	J-10-7;	9-8-6-3;
Clubs	A-Qn-2.	K-J-10.	8-6-4-3.	9-7-5.

Declarer should make a Small Slam, Spades trump.

No. 15

The Hands

Spades Ace-King-7-5;
Hearts King-9-6-2;
Diamonds 10-5-3;
Clubs 9-8.

	North	
Spades 10-8; Hearts Jack-7; Diamonds Kg-Jack-9-7-6; Clubs King-Jack-5-4.	West	East Jack-9-4-3 Spades; 10-8-5-4 Hearts; Queen-2 Diamonds; 10-7-2 Clubs.
	(Dealer) South	

Spades Queen-6-2;
Hearts Ace-Queen-3;
Diamonds Ace-8-4;
Clubs Ace-Queen-6-3.

The Bidding

South	West	North	East
1 No Trump	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Dia. 7	Dia. 3	Dia. Qn*	Dia. 4
2.	Dia. 6	Dia. 5	Dia. 2	Dia. A*
3.	Ht. 7	Ht. 2	Ht. 4	Ht. A*
4.	Ht. J	Ht. 6	Ht. 5	Ht. Qn*
5.	Cl. 4	Ht. K*	Ht. 8	Ht. 3
6.	Sp. 8	Sp. A*	Sp. 3	Sp. 2
7.	Sp. 10	Sp. 5	Sp. 4	Sp. Qn*
8.	Cl. 5	Sp. K*	Sp. 9	Sp. 6
9.	Dia. J*	Dia. 10	Cl. 2	Dia. 8

West will win his two remaining Diamonds but, trick 12, will have to lead up to the major tenace in Clubs, so Declarer will win the game.

Comment

Trick 2. As Declarer can mark East as being out of Diamonds,[1] there is no advantage in holding up the Ace of Diamonds any longer and a Diamond may be needed later to place the lead.

Tricks 3–5. Declarer tries to make Dummy's fourth Heart a winner but is unable to do so.

Tricks 6–8. Declarer tries to make Dummy's fourth Spade a winner but is unable to do so.

[1] Declarer had six Diamonds in his two hands, West (the leader) must have had at least four, consequently East must have started with three or two. On trick 2, with two Diamonds remaining, East would lead the higher; so his lead of the Deuce marks him with no more.

Trick 9. Declarer avails himself of the opportunity he reserved for himself by keeping a small Diamond (trick 2). He places the lead to the left of the Club tenace, allowing West to make three Diamonds (on which Declarer plays losing cards from both his hands). This play makes the game sure as it forces a lead up to the Ace-Queen of Clubs. To try the finesse of the Club would give Declarer an even chance of going game, placing the lead, makes it certain and the play cannot lose a trick.

In the play of this hand the elimination theory is followed although Declarer has an additional object in his Heart and Spade plays.

No. 16

The Hands

Spades	8-4;
Hearts	Jack-8-7;
Diamonds	Jack-9-7-2;
Clubs	Ace-10-9-5.

	NORTH	
Spades Queen-9-7-6-3; Hearts King-10-3; Diamonds King-6; Clubs 7-4-3.	WEST	Jack-10-5 Spades; Queen-6-5-2 Hearts; 5-4-3 Diamonds; King-8-6 Clubs.
	(Dealer) SOUTH	

Spades	Ace-King-2;
Hearts	Ace-9-4;
Diamonds	Ace-Queen-10-8;
Clubs	Queen-Jack-2.

The Bidding

South	West	North	East
1 No Trump	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Sp. 6	Sp. 4	Sp. 10	Sp. A*
2.	Dia. 6	Dia. 2	Dia. 3	Dia. A*
3.	Dia. K*	Dia. 7	Dia. 4	Dia. 10
4.	Sp. 3	Sp. 8	Sp. J*	Sp. 2
5.	Sp. 7	Ht. 7	Sp. 5	Sp. K*
6.	Cl. 3	Cl. 5	Cl. K*	Cl. Qn
7.	Ht. 10	Ht. 8	Ht. 2	Ht. A*

Declarer will win three Club and two Diamond tricks which, with the four tricks already taken, will make a total of nine—the game.

Comment

Trick 2. Unless Declarer be an extremely careful player and unless he plan his campaign with due consideration for every contingency, he is apt merely to notice that the way to finesse the Clubs is by leading the Queen from the Closed Hand and the way to finesse the Diamonds is by leading the Jack from Dummy. Being in the Closed Hand, he is likely to take the Club finesse; it will be lost and a Spade will be led, which will take out Closed Hand's winning Spade. Of course the winning Spade can be held until the third round of Spades; but under the conditions

Declarer can gain nothing by the hold-up as game cannot be made without taking three Diamond tricks; and the Diamond finesse, if it lose, must let in the hand with the long Spades.

In other words; it takes real examination by Declarer to enable him to note, *at the start,* that should both finesses be tried and be wrong, the game cannot be made; but if at the start the King of Diamonds be allowed to win (regardless of where it may be), three Diamond tricks will be assured and the Club finesse can be postponed until East has no more Spades. Played that way, game would be made even with both finesses wrong. With both finesses right, the most that can be made is 5-odd (no chance for Small Slam) and by the play above outlined the chance to try the Club finesse is not abandoned. All that may be lost is an insignificant ten points, if the King of Diamonds be held by West; but in return (as is shown in the above play) a minimum of nine tricks, three Diamonds, three Clubs, two Spades and one Heart, is assured.

The policy of never risking a sure game to try for doubtful extra tricks, is appropriately characterized as "cinching the game" and "safety first".

No. 17

The Hands

Spades	9-7;
Hearts	King-Queen-Jack;
Diamonds	Ace-Queen-Jack-5;
Clubs	8-5-3-2.

		NORTH			
Spades	King-6;			5-4	Spades;
Hearts	8-4-3-2;	WEST	EAST	10-9-7-6-5	Hearts;
Diamonds	10-6-3;			King-9-8-4	Diamonds;
Clubs	K-Q-J-10.			9-6	Clubs.
		(Dealer) SOUTH			

Spades	Ace-Queen-Jack-10-8-3-2;
Hearts	Ace;
Diamonds	7-2;
Clubs	Ace-7-4.

The Bidding

SOUTH	WEST	NORTH	EAST
3 Spades	Pass	Pass	Pass

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Cl. K	Cl. 2	Cl. 9	Cl. A*
2.	Ht. 2	Ht. J	Ht. 5	Ht. A*
3.	Dia. 3	Dia. A*	Dia. 8	Dia. 2
4.	Ht. 3	Ht. K*	Ht. 6	Cl. 4
5.	Ht. 4	Ht. Qn*	Ht. 7	Cl. 7
6.	Sp. K*	Sp. 9	Sp. 4	Sp. 8

Declarer will win all the remaining tricks except one (the King of Diamonds) and will make 5-odd, game.

Comment

Trick 3. This is another case of "cinching the game". Declarer can see at the start that, by trying the Diamond finesse, he may gain an extra trick; and, if both the Diamond and Spade finesses succeed, may make a Grand Slam; but, if both these finesses be wrong, he might lose two tricks to the Kings in question and two Club tricks. By declining the Diamond finesse the game is assured, but the chance of a Grand Slam is given up. The Small Slam may still be made if the King of Spades can be caught. A *sure* game is more valuable than a *possible* Grand Slam.

No. 18

The Hands

Spades 7-4;
Hearts Queen-10-9-7-5-2;
Diamonds Jack;
Clubs 10-8-5-3.

Spades Queen-5;
Hearts 8-6-3;
Diamonds Queen-7-5-3-2;
Clubs 9-7-4.

North

West East

(Dealer)
South

9 Spades;
Ace-King-Jack-4 Hearts;
Ace-10-9-6-4 Diamonds
Ace-Queen-Jack Clubs.

Spades Ace-King-Jack-10-8-6-3-2;
Hearts None;
Diamonds King-8;
Clubs King-6-2.

The Bidding

South	West	North	East
4 Spades	Pass	Pass	Double
Pass	Pass	Pass	

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Dia. 3	Dia. J	Dia. A*	Dia. 8
2.	Sp. 5	Sp. 4	Sp. 9	Sp. A*
3.	Dia. 2	Sp. 7*	Dia. 4	Dia. K
4.	Cl. 4	Cl. 3	Cl. A*	Cl. 2

Regardless of what West may lead, Declarer will take eight of the nine remaining tricks and will make game.

Comment on the Bidding

As these hands are given to illustrate situations of play, it would be inappropriate to devote any considerable space to discussion of the bidding. It may, however, be parenthetically mentioned that the dealer's bid of four Spades as given above is unquestionably bold, possibly unduly so. It is well to remember, however, that the successful pre-emptor is generally a "Nervy Nat." With a typical hand for pre-empting (such as the dealer has in this case), it is advisable to "pre-empt to the limit." The hand may be reasonably counted to win eight Spades and has the two Kings and a partner to rely upon for the other two tricks. The "72 honors" are also well worthy of con-

sideration.[1] East's double (a double of *any* bid of four is Business) is free and is justified by his holding. A bid of three Spades would have been informatorily doubled by East; and a South, who did not feel strong enough to start with a bid of four, would not be made any bolder by an announcement of adverse strength. With South passing the double of three Spades (or with South redoubling) West would bid and (if allowed to play) would make four Diamonds.

Comment on the Play

Trick 2. East leads trumps to keep Dummy from ruffing more than one Diamond.

Trick 3. Declarer has but one chance to make his contract, viz: to lead Clubs *from* Dummy, *toward* the Closed Hand and to find the Ace of Clubs in the West hand. There is only one way in which Declarer can place the lead in Dummy,

[1] It must be frankly conceded that the Dealer's hand does not contain "nine *sure* tricks" [when pre-empting so emphatically the tricks counted upon should be sure, or practically sure]. *Eight* trumps headed by Ace-King may reasonably be counted as eight tricks (of course the Queen may be adversely held and it may have two guards, but with only *five* outstanding trumps, divided between *three* hands, the chance that an adverse hand has Queen-X-X is so remote that only a confirmed pessimist would consider it). It is about an even chance that the two side Kings will produce at least one trick, but it is not sure that either will win (Declarer may have to lead away from both) so a bid of four cannot be called conservative; but the hand is of a type which makes optimism excusable as all that is needed in Dummy is either the two Minor Queens or the Queen-Jack of Clubs.

viz: by trumping Closed Hand's good Diamond King with Dummy's otherwise useless trump.

Trick 4. The Club lead from Dummy produces the desired result and enables Declarer to make a doubled contract and game.

No. 19

The Hands

North: Spades Ace-Queen-8-4-3; Hearts 9-8-2; Diamonds 4-2; Clubs Ace-10-7.

West: Spades Jack-7-5; Hearts King-7-6-5-4; Diamonds 10-7; Clubs 6-3-2.

East: King-10-9 Spades; Ace-Jack-10-3 Hearts; King-8-5-3 Diamonds; 5-4 Clubs.

South (Dealer): Spades 6-2; Hearts Queen; Diamonds Ace-Queen-Jack-9-6; Clubs King-Queen-Jack-9-8.

The Bidding

South	West	North	East
1 Diamond	Pass	1 Spade	Pass
2 Clubs	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Ht. 5	Ht. 2	Ht. A*	Ht. Qn
2.	Ht. 4	Ht. 8	Ht. J	Cl. J*
3.	Cl. 2	Cl. A*	Cl. 4	Cl. Qn

Trick	West	North (Dummy)	East	South (Closed Hand)
4.	Dia. 7	Dia. 4	Dia. 3	Dia. Qn*
5.	Cl. 3	Cl. 10*	Cl. 5	Cl. 9
6.	Dia. 10	Dia. 2	Dia. 5	Dia. J*
7.	Ht. 6	Cl. 7*	Dia. 8	Dia. 6
8.	Ht. 7	Ht. 9	Ht. 10	Cl. K*
9.	Cl. 6	Sp. 3	Sp. 9	Cl. 8*
10.	Ht. K	Sp. 4	Dia. K	Dia. A*
11.	Sp. 5	Sp. 8	Ht. 3	Dia. 9*
12.	Sp. 7	Sp. Qn	Sp. K*	Sp. 6
13.	Sp. J	Sp. A*	Sp. 10	Sp. 2

Declarer makes 11 tricks, game.

Comment

Trick 2. Declarer plays Closed Hand's trumps, which are "all of the same size", in the order most apt to mislead the adversaries.

Trick 3. Declarer manages the Diamonds and trumps so as to get two Diamond finesses and also a Diamond ruff; the ruff may not be needed, but it is much wiser not to depend upon an even break of six adverse cards when it is possible to play so as to be protected, if the division be 4–2.

Trick 11. Against a careless Declarer who does not count cards or watch the number of tricks needed for game, it would be good play for East, in this situation, to "bare" his King of Spades,

hoping for a finesse which would allow him to make both his King of Spades and his thirteenth Heart. Against a Declarer who does not throw away games, this play would be a useless sacrifice because, with a Heart still unplayed, he would "cinch the game" by playing the Ace of Spades which, with the King falling, would give him a Small Slam.

Trick 12. As nothing but Spades remain unplayed, Declarer takes the Spade finesse.

No. 20

The Hands

NORTH
Spades 9;
Hearts 10-9-8-5;
Diamonds Ace-King-Queen-7;
Clubs Ace-Queen-Jack-8.

WEST
Spades King-Queen-8-7-6-5-4-3-2;
Hearts 7;
Diamonds 10-5;
Clubs K.

EAST
Jack 6-4-3-2 Jack-6-4-3 10-9-7-3
Spades; Hearts; Diamonds; Clubs.

(Dealer)
SOUTH
Spades Ace-10;
Hearts Ace-King-Queen-Jack;
Diamonds 9-8-2;
Clubs 6-5-4-2.

The Bidding

SOUTH	WEST	NORTH	EAST
1 Heart	3 Spades	4 Hearts	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Sp. K	Sp. 9	Sp. J	Sp. A*
2.	Sp. Qn	Ht. 8*	Ht. 2	Sp. 10

East will now make one trick and hold Declarer to a Small Slam.

Comment

Trick 2. East can see at a glance that his four Diamonds should be retained to keep Dummy from winning with the 7 of Diamonds; also, as his partner may have the King of Clubs, that it is equally necessary for him to hold his four Clubs; otherwise Dummy's 8 of Clubs would become a winning card. East's four trumps are not apt to be of value; Dummy must win trick 2, can lead trump at trick 3, and Closed Hand must have at least four trumps all higher than the highest in East's hand. East therefore under-trumps and, by this unusual play, avoids the Grand Slam which Declarer would have made had East parted with either a Diamond or a Club.

Had East on trick 2 discarded a Club, the play would have been as follows:

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Sp. K	Sp. 9	Sp. J	Sp. A*
2.	Sp. Qn	Ht. 8*	Cl. 3	Sp. 10
3.	Ht. 7	Ht. 5	Ht. 2	Ht. A*

Trick	West	North (Dummy)	East	South (Closed Hand)
4.	Sp. 2	Ht. 9	Ht. 3	Ht. K*
5.	Cl. K	Cl. A*	Cl. 7	Cl. 2
6.	Sp. 3	Ht. 10	Ht. 4	Ht. Qn*
7.	Sp. 4	Dia. 7	Ht. 6	Ht. J*

Dummy's remaining cards are all winners and Declarer will make a Grand Slam.

As the distribution of the cards in this hand is seemingly unusual, it may be advisable to mention that the situation is not imaginary; the play was made on a train which carried the commuters from Tuxedo to New York, June 1, 1923.

No. 21

The Hands

North
Spades Ace-7-4;
Hearts 6-4;
Diamonds Queen-10-8-6-4;
Clubs Ace-8-7.

West
Spades 8-5-3;
Hearts Jack-9-7-3-2;
Diamonds 7-5;
Clubs 10-4-3.

East
10-9-6-2 Spades;
Ace-Queen-5 Hearts;
Ace-3 Diamonds;
9-6-5-2 Clubs.

(Dealer) South
Spades King-Queen-Jack;
Hearts King-10-8;
Diamonds King-Jack-9-2;
Clubs King-Queen-Jack.

The Bidding

South	West	North	East
1 No Trump	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Ht. 3	Ht. 4	Ht. Qn	Ht. K*
2.	Dia. 5	Dia. 4	Dia. A*	Dia. K
3.	Ht. 2	Ht. 6	Ht. A*	Ht. 8
4.	Ht. J*	Sp. 4	Ht. 5	Ht. 10

West will make two more Heart tricks and will save game.

Comment

Trick 1. West's original lead of the Trey of Hearts shows that he has either five or four Hearts. East has three Hearts, Dummy two; so East knows that the Closed Hand has *at least three* Hearts and consequently that there is no chance that East's Ace can capture a singleton King. Declarer has bid an "Aceless" No Trump, so he probably has the King of Hearts; if so, and if East should make the customary play of the Ace of his partner's suit, Declarer would (on trick 2) hold up the King of Hearts. As East has only three Hearts, this hold-up would accomplish its purpose and shut out West's long Hearts, an entry in West's hand being most improbable. East can, however, be quite positive that if, on trick 1, he "finesse against nothing" (Dummy's highest Heart is the 6) and play the Queen of Hearts instead of the Ace, he will deceive Declarer

who in that situation would think West had both Ace and Jack of Hearts and would win the first trick. The five Diamonds in Dummy assure East that his Ace of Diamonds will be an entry.

Of course if West have the King of Hearts, the Queen would win the first trick and the finesse would not prevent the running of the suit.

If the finesse be not made, the play would run:

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Ht. 3	Ht. 4	Ht. A*	Ht. 8
2.	Ht. 2	Ht. 6	Ht. Qn*	Ht. 10
3.	Ht. 7	Sp. 4	Ht. 5	Ht. K*
4.	Dia. 5	Dia. 4	Dia. A*	Dia. K

As East has no more Hearts and West is without an entry, the Declarer will win the remaining tricks.

No. 22

The Hands

North: Spades King-Jack-6; Hearts King-9-7-6; Diamonds King-Jack-9; Clubs 10-9-6.

West: Spades Ace-3; Hearts Jack-10-8; Diamonds 6-4; Clubs A-K-Q-J-8-5.

East: 10-9-5-4-2 Spades; 5 Hearts; Queen-8-7-3-2 Diamonds; 4-3 Clubs.

South (Dealer): Spades Queen-8-7; Hearts Ace-Queen-4-3-2; Diamonds Ace-10-5; Clubs 7-2.

The Bidding

South	West	North	East
1 Heart	2 Clubs	2 Hearts	Pass
Pass	3 Clubs	3 Hearts	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Cl. K*	Cl. 6	Cl. 4	Cl. 2
2.	Cl. Qn*	Cl. 9	Cl. 3	Cl. 7
3.	Cl. 5	Cl. 10	Ht. 5	?

If Closed Hand over-trump, West will make the Ace of Spades and a trump; if Closed Hand do not trump, Declarer loses trick 3 and will also lose the Ace of Spades. In either event the ruff by East saves the game.

Comment

Trick 2. East completes his signal, indicating that he has at least one trump.

Trick 3. West can mark South with five Hearts headed by Ace-Queen[1] and East with exactly one Heart. East's trump is useless unless it can force an honor from Closed Hand, but West knows that East cannot realize the situation and is not apt to trump trick 3 if West lead the highest Club. West forces East to trump by leading a losing Club and thus saves the game.

[1] The King of Hearts in Dummy and the Jack-Ten in West's hand make a 4-card Heart bid impossible.

No. 23

The Hands

Spades	7-5-4-3;
Hearts	Queen-8-2;
Diamonds	Ace-Queen-10;
Clubs	9-8-7.

		NORTH			
Spades	K-Q-J-9-8;			10-6-2	Spades;
Hearts	5;	WEST	EAST	King-6-4-3	Hearts;
Diamonds	8-7-6-5-3;			4-2	Diamonds;
Clubs	Queen-2.	(Dealer) SOUTH		King-5-4-3	Clubs.

Spades	Ace;
Hearts	Ace-Jack-10-9-7;
Diamonds	King-Jack-9;
Clubs	Ace-Jack-10-6.

Score: Game all; North and South, 10; East and West, 0.

The Bidding

SOUTH	WEST	NORTH	EAST
1 Heart[1]	1 Spade	2 Hearts	Pass
Pass	Pass		

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Sp. K	Sp. 3	Sp. 2	Sp. A*
2.	Dia. 3	Dia. A*	Dia. 2	Dia. K
3.	Ht. 5	Ht. Qn*	Ht. 3	Ht. J
4.	Dia. 5	Ht. 8*	Ht. 4	Ht. 7
5.	Dia. 6	Ht. 2	Ht. 6	Ht. 10*
6.	Dia. 7	Sp. 4	Ht. K	Ht. A*

[1] Dealer has four suits stopped but has a singleton Ace; with this holding a 5-card Major Suit, headed by Ace-Jack-Ten, should be bid in preference to No Trump.

Trick	West	North (Dummy)	East	South (Closed Hand)
7.	Dia. 8	Dia. Qn*	Dia. 4	Dia. J
8.	Cl. Qn*	Cl. 9	Cl. 3	Cl. J
9.	Sp. Qn	Sp. 5	Sp. 6	Ht. 9*
10.	Sp. 8	Dia. 10*	Sp. 10	Dia. 9
11.	Cl. 2	Cl. 8*	Cl. 4	Cl. 6
12.	Sp. 9	Cl. 7	Cl. 5	Cl. 10*
13.	Sp. J	Sp. 7	Cl. K	Cl. A*

Comment

Trick 3. Closed Hand plays the Jack of Hearts,[1] under Dummy's Queen of Hearts, so as to be able on the next trick to duck under Dummy's 8 of Hearts and thus keep the lead in Dummy. In that way Hearts can be led three successive times from Dummy. This method of saving entries in Dummy is frequently used and, when it can be employed, is of vital importance.

Trick 4. Closed Hand ducks.

Trick 5. Dummy makes his third trump lead and the King of trumps, in spite of its three guards, is captured (trick 6) with the expenditure of but one of Dummy's three entries.

Trick 7. The second of Dummy's entries is used.

[1] In order to "duck under" on trick 4, Closed Hand must play the Jack, Ten or 9 of Hearts on trick 3. He selects the Jack because it is a false card and possibly more deceptive than either of the others.

Trick 8. Closed Hand covers Dummy's 9 of Clubs so as to be able to duck under when Dummy next leads Clubs.

Trick 10. Dummy's last entry is utilized. West holds his worthless Deuce of Clubs, knowing that the Declarer can count one Club in his hand, and hoping that the fact that he retains it may induce Declarer to think that it is the King.

Trick 11. Closed Hand ducks so as to keep Dummy in the lead in case another Club finesse should be necessary. This play produces the Small Slam.

When playing from the Closed Hand to trick 11, Declarer knows that West has two Spades and one Club; East (who has already played on trick 11) has two Clubs. The location of the King of Clubs is not definitely indicated but it is more apt to be with East, who has *two* Clubs, than with West who has *one*. Declarer has won nine of the first ten tricks and lost one. With a score and consequently with the game won, as in this hand, the finesse should be taken; but if Declarer were without a score (needing one more trick to make game) the finesse, which might result in the loss of the three remaining tricks, should not be risked.

No. 24

The Hands

Spades	Ace-7-5;
Hearts	Jack-9-5-3;
Diamonds	Ace-King-Queen-9;
Clubs	7-5.

		NORTH		
Spades	6-3;		9-4-2	Spades;
Hearts	10-8-2;	WEST EAST	Ace-Queen-7-6	Hearts;
Diamonds	8-4-2;		Jack-10-7-5	Diamonds;
Clubs	Queen-10-8-4-3.		9-6	Clubs.
		(Dealer) SOUTH		

Spades	King-Queen-Jack-10-8;
Hearts	King-4;
Diamonds	6-3;
Clubs	Ace-King-Jack-2.

The Bidding

SOUTH	WEST	NORTH	EAST
2 Spades	Pass	3 Spades	Pass
Pass	Pass		

The Play

TRICK	WEST	NORTH (Dummy)	EAST	SOUTH (Closed Hand)
1.	Cl. 4	Cl. 5	Cl. 9	Cl. J*
2.	Sp. 3	Sp. 5	Sp. 2	Sp. K*
3.	Cl. 8	Cl. 7	Cl. 6	Cl. A*
4.	Cl. 10	Sp. A*	Ht. 6	Cl. 2
5.	Sp. 6	Sp. 7	Sp. 4	Sp. Qn*
6.	Ht. 2	Ht. 3	Sp. 9	Sp. J*
7.	Cl. 3	Ht. 5	Ht. 7	Cl. K*
8.	Cl. Qn	Ht. 9	Ht. Qn	Sp. 10*
9.	Dia. 2	Ht. J	?	Sp. 8*

If East discard a Diamond, Dummy's four Diamonds would all be good; if East discard his Ace of Hearts, Declarer would make Closed Hand's Heart King and Dummy's three top Diamonds. Result either way, Grand Slam.

COMMENT

Trick 1. The lead of the Four of Clubs with the Deuce of Clubs in the Closed Hand, indicates to Declarer that the leader opened a suit of not more than five Clubs and that East consequently has at least one more Club.

Trick 2. Declarer, as he is anxious to exhaust the adverse trumps, leads one round of trumps; but he does not lead two because he wishes to ruff Dummy once and plans that Dummy shall have a trump to lead after the ruff.

Tricks 3–4. West tries to hide the number of his Clubs from Declarer, so that Declarer will think that West had only four Clubs and consequently that East had three Clubs and will follow on the third round of Clubs.

Trick 4. Declarer, suspecting that the Club plays of West on tricks 3 and 4 have been made to tempt him to ruff with a small trump, refuses to fall into the trap and does not, by "sending a boy to do a man's job," permit East's 9 of Spades to win. Even if Declarer had been deceived by West's plays, he should nevertheless trump

with the Ace, as he wishes to exhaust adverse trumps and should not block the long trumps in the Closed Hand by keeping the Ace in Dummy.

Tricks 8–9. Declarer forces awkward discards from East, or in other words, makes the well-known and frequently used Squeeze Play.

Trick 9. East's position is hopeless; any discard he makes will cost a trick. He should discard the Ace of Hearts because he knows that the Diamond discard will give Dummy the remaining tricks; while there is just a chance that West has the King of Hearts and has discarded the Deuce of Hearts because he did not wish to give Declarer too much information.

No. 25

The Hands

Spades	10-6-3-2;
Hearts	9-8;
Diamonds	Jack-10;
Clubs	Ace-Jack-9-6-3.

		NORTH		
Spades	K-Q-J-4;		8-7-5	Spades;
Hearts	7-6-3;	WEST EAST	5-2	Hearts;
Diamonds	Queen-5-3;		8-7-6-2	Diamonds;
Clubs	King-Queen-2.		10-7-5-4	Clubs.
		(Dealer) SOUTH		

Spades	Ace-9;
Hearts	Ace-King-Queen-Jack-10-4;
Diamonds	Ace-King-9-4;
Clubs	8.

The Bidding

South	West	North	East
3 Hearts or 4 Hearts	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Sp. K	Sp. 2	Sp. 5	Sp. A*
2.	Dia. 3	Dia. 10	Dia. 2	Dia. A*
3.	Dia. 5	Dia. J	Dia. 6	Dia. K*
4.	Dia. Qn.	Ht. 8*	Dia. 7	Dia. 4
5.	Ht. 3	Ht. 9	Ht. 2	Ht. A*
6.	Ht. 6	Sp. 3	Ht. 5	Ht. K*
7.	Ht. 7	Sp. 6	Sp. 7	Ht. Qn*
8.	Sp. 4	Sp. 10	Dia. 8	Ht. J*
9.	Cl. 2	Cl. 3	Sp. 8	Ht. 10*
10.	Sp. J	Cl. 6	Cl. 4	Dia. 9*
11.	?	Cl. 9	Cl. 5	Ht. 4*

Either discard will make a card good for Declarer and give him a Grand Slam.

Comment

Trick 2. With six Diamonds in Declarer's two hands, a 7-0 or 6-1 division of the seven adverse Diamonds is merely a remote possibility. With a 4-3 or 5-2 division, Dummy can ruff both of Closed Hand's losing Diamonds, thereby ensuring a Small Slam. The very slight risk involved in leading two rounds is worth taking, as otherwise the only way to get a Small Slam would be the 50-50 chance afforded by a Diamond finesse.

Trick 4. The fall of the adverse Queen of Diamonds makes the 9 of Diamonds good, and further ruffing unnecessary.

Tricks 8–11. The Squeeze Play transforms the assured Small Slam into a Grand Slam.

No. 26

The Hands

Spades	8-6-5;
Hearts	4-2;
Diamonds	Queen-Jack-2.
Clubs	Ace-Queen-Jack-10-9.

		North		
Spades	A-K-Q-7-4-3;		Jack-9-2	Spades;
Hearts	6;	West East	King-9-7-5	Hearts;
Diamonds	9-7-4-3;		10-6	Diamonds;
Clubs	7-4.	(Dealer) South	8-6-5-3	Clubs.

Spades	10;
Hearts	Ace-Queen-Jack-10-8-3;
Diamonds	Ace-King-8-5;
Clubs	King-2.

The Bidding

South	West	North	East
3 Hearts	3 Spades	4 Hearts	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Sp. K*	Sp. 5	Sp. 2	Sp. 10
2.	Sp. Qn	Sp. 6	Sp. 9	Ht. 3*
3.	Dia. 3	Dia. J*	Dia. 6	Dia. 5
4.	Ht. 6	Ht. 2	Ht. 5	Ht. Qn*
5.	Dia. 4	Dia. Qn*	Dia. 10	Dia. 8

Trick	West	North (Dummy)	East	South (Closed Hand)
6.	Sp. 3	Ht. 4	Ht. 7	Ht. J*
7.	Cl. 4	Cl. 9*	Cl. 3	Cl. 2
8.	Sp. 4	Sp. 8	Sp. J	Ht. 8*
9.	Cl. 7	Cl. A*	Cl. 5	Cl. K
10.	Sp. 7	Cl. Qn*	Cl. 6	Dia. A
11.	Sp. A	Cl. J*	Cl. 8	Dia. K
12.	Dia. 7	Cl. 10	Ht. 9	Ht. 10*
13.	Dia. 9	Dia. 2	Ht. K	Ht. A*

Comment

Trick 6. When West does not play a trump, Declarer knows that East has King-9 of Hearts. He cannot capture both these trumps by leading trump from the Closed Hand, and he has no trump in Dummy to lead. Of course it is easy to put Dummy in and have Dummy lead winning Clubs, with Closed Hand ready to over-trump whenever East ruffs. The fallacy of this plan is that East, if a thoughtful player, would know that the Closed Hand would have *three* trumps and that it would have to trump the eleventh trick and lead trumps *up to* the King. For East to trump a Club would be equivalent to presenting Declarer with 58 points.

Declarer, however, is in position to checkmate any hold-up East may have in mind. With all winning cards, and a tenace over the trumps on his

right, in order to catch all the adverse trumps it is only necessary to reduce the long trump hand to the same trump length as that of the adverse hand over which it is sitting. In this deal, the trump reduction is accomplished as follows:

Trick 8. Closed Hand ruffs a Spade and thus reduces the number of its trumps to two.

Trick 9. Dummy is again placed in the lead.

Tricks 10–12. Closed Hand, with the same number of trumps as East, sits like a cat at a mouse hole, waiting for East to ruff. Had Closed Hand more trumps than East, Closed Hand would have to ruff sooner than East, and consequently would have to lead trumps up to East.

No. 27

The Hands

		Spades 8-3; Hearts 9-7-4; Diamonds King-Jack-10-9; Clubs Ace-Queen-10-8.		
Spades 9; Hearts K-Q-J-10-5; Diamonds 7-4-3-2; Clubs 6-4-3.		North West East (Dealer) South		Ace-Queen-4-2 Spades; Ace-8-6 Hearts; 8-6-5 Diamonds; 7-5-2 Clubs.
		Spades King-Jack-10-7-6-5; Hearts 3-2; Diamonds Ace-Queen; Clubs King-Jack-9.		

The Bidding

South	West	North	East
1 Spade	2 Hearts	Pass	Pass
2 Spades	Pass	Pass	3 Hearts
Pass	Pass	3 Spades	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Ht. K*	Ht. 4	Ht. 8	Ht. 2
2.	Ht. J	Ht. 7	Ht. A*	Ht. 3
3.	Ht. 5	Ht. 9	Ht. 6	Sp. 5*
4.	Cl. 3	Cl. A*	Cl. 2	Cl. K
5.	Sp. 9	Sp. 8	Sp. 2	Sp. J*
6.	Cl. 4	Cl. Qn*	Cl. 5	Cl. J
7.	Ht. 10	Sp. 3	Sp. 4	Sp. 10*
8.	Dia. 2	Dia. 9	Dia. 5	Dia. A*
9.	Dia. 3	Dia. K*	Dia. 6	Dia. Qn
10.	Dia. 4	Dia. J	Dia. 8	Sp. 6*
11.	Cl. 6	Cl. 10*	Cl. 7	Cl. 9
12.	Dia. 7	Dia. 10	Sp. Qn	Sp. K*
13.	Ht. Qn	Cl. 8	Sp. A*	Sp. 7

Comment

Trick 7. The situation here is much the same as that of the Declarer at trick 6 of the preceding hand. The only difference is that *there* Declarer desired to capture a guarded King so as to make a Small Slam; and that *here* the Ace and Queen of trumps are on the right of the Closed Hand and Declarer, having lost two tricks, cannot make game if the Queen take a trick.

Once again Declarer must reduce Closed Hand's trumps so that the number of them does not exceed those of the adversary on the right.

Trick 10. The reduction is made by trumping Dummy's winning Diamond; a play generally known as the Grand Coup.

Trick 11. When East follows suit, the game is assured. Had East ruffed this trick, the coup at trick 10 would have failed to gain; but in no event could it lose, as the Queen of trumps must win if the Closed Hand should keep the trump he disposed of on trick 10. Closed Hand with three trumps would be obliged to ruff, trick 11; and to lead up to Ace-Queen, trick 12.

No. 28

The Hands

North
Spades King-6;
Hearts Ace-Queen-10-9;
Diamonds Ace-King-10-3.
Clubs 6-4-2.

West
Spades 4;
Hearts 8-6-4-2;
Diamonds 8-7-6-5;
Clubs Jack-10-9-8.

East
Queen-9-8-3 Spades;
7-5-3 Hearts;
9-4-2 Diamonds;
Ace-King-Queen Clubs.

(Dealer)
South
Spades Ace-Jack-10-7-5-2;
Hearts King-Jack;
Diamonds Queen-Jack;
Clubs 7-5-3.

The Bidding

South	West	North	East
1 Spade	Pass	Pass	Pass

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Cl. J	Cl. 2	Cl. Qn*	Cl. 3
2.	Cl. 8	Cl. 4	Cl. K*	Cl. 5
3.	Cl. 9	Cl. 6	Cl. A*	Cl. 7
4.	Sp. 4	Sp. 6	Sp. 3	Sp. J*
5.	Cl. 10	Sp. K*	Sp. 8	Sp. 2
6.	Dia. 5	Dia. 3	Dia. 2	Dia. Qn*
7.	Dia. 6	Dia. K*	Dia. 4	Dia. J
8.	Dia. 7	Dia. A	Dia. 9	Sp. 5*
9.	Ht. 2	Ht. A*	Ht. 3	Ht. K
10.	Dia. 8	Dia. 10	Ht. 5	Sp. 7*
11.	Ht. 4	Ht. Qn*	Ht. 7	Ht. J

Closed Hand will win the two remaining tricks and make game.

Comment

Trick 6. The Closed Hand still has *four* trumps, Ace-Ten-7-5; the adversary on right still has *two*, Queen-9. It is necessary for Declarer to win every trick in order to make game; to do this *he must get rid of two trumps.* The double Grand Coup is a variation of the less difficult single Grand Coup illustrated in the preceding deal. In actual play, the chance to make the single Grand Coup occurs frequently; the opportunity for the double is quite rare (the author has seen about fifteen

double Grand Coups in forty-three years of Whist, Bridge and Auction). Even when the trump situation arises, the Dummy is not apt to have a sufficient number of entries.

Trick 8. Closed Hand's trumps are reduced from four to three, but are still one too many.

Trick 10. Closed Hand's trumps are reduced to two, the correct number.

Trick 11. When East does not ruff, the coup succeeds.

No. 29

The Hands

North: Spades 6-2; Hearts Ace-5-3; Diamonds Ace-Queen-10-8; Clubs Ace-Queen-10-2.

West: Spades None; Hearts K-Q-J-10-9-7; Diamonds 6-3-2; Clubs 8-7-5-4.

East: Ace-Queen-9-8 Spades; 8-6-4 Hearts; 7-5-4 Diamonds; 9-6-3 Clubs.

(Dealer) South: Spades King-Jack-10-7-5-4-3; Hearts 2; Diamonds King-Jack-9; Clubs King-Jack.

The Bidding

South	West	North	East
3 Spades	Pass	Pass	Pass

Declarer should make a Small Slam although East has Ace-Queen-9-8 of trumps.

The play is not given but the "key" appears on page 435. Players are urged to find out the correct play before consulting the key.

No. 30

The Hands

Spades	King-7-6;
Hearts	King-6-2;
Diamonds	King-10-9-8-7-2;
Clubs	King.

		North		
Spades Queen-10-8-2; Hearts Jack; Diamonds Jack-5-4; Clubs Jack-10-9-7-5.		West	East	9-4 Spades; Queen-10-9-8-4 Hearts; Ace-6-3 Diamonds; 8-4-2 Clubs.
		(Dealer) South		

Spades	Ace-Jack-5-3;
Hearts	Ace-7-5-3;
Diamonds	Queen;
Clubs	Ace-Queen-6-3.

The Bidding

South	East	North	West
1 No Trump	Pass	2 No Trump	Pass
Pass	Pass		

The Play

Trick	West	North (Dummy)	East	South (Closed Hand)
1.	Cl. J	Cl. K*	Cl. 2	Cl. 3
2.	Dia. 4	Dia. K	Dia. A*	Dia. Qn
3.	Cl. 5	Ht. 2	Cl. 8	Cl. A*
4.	Sp. 2	Sp. K*	Sp. 4	Sp. 3
5.	Dia. J*	Dia. 10	Dia. 3	Ht. 3

Regardless of West's lead, Declarer will win the remaining tricks.

COMMENT

Trick 2. Declarer can count that he is practically sure to lose two Diamond tricks but can make four Diamonds, three Clubs, two Spades and two Hearts, total eleven tricks, 5-odd; should he fail to establish his Diamonds, this total might readily be reduced from four Diamond tricks to one. In that event game would not be made.

To ensure the establishment of the Diamonds, the King must be led from Dummy; should a small Diamond be led, the adversary with the Ace would almost surely refuse to cover and the Closed Hand, winning the trick with the Queen of Diamonds, would not be able to continue the Diamond suit. In that event one of the Dummy's two needed entries would have to be used before Diamonds could be again led and the adversaries would still have the Diamond suit stopped twice. This would prevent Dummy's getting in to make his long Diamonds after he had established them. The Queen of Diamonds is not needed to help establish the suit and the lead of the King enables an immediate continuation of the Diamonds, if the Ace be held up.

KEYS TO HANDS IN PART THREE

Key to Hand 8, page 398

Declarer wins the first trick with Ace of Diamonds in Dummy. Trick 2: he leads trumps and finds King-X on the left of Ace-Queen; so the adverse King cannot be captured. Trick 2 is won with Ace of trumps. Tricks 3–8: all the Diamonds and Clubs in Declarer's two hands are eliminated. Trick 9: West, the adversary on the left of the tenace, is put in by a trump lead. Trick 10: West has to lead a Heart up to tenace in Closed Hand or a Diamond which Dummy would trump and on which Closed Hand would discard the Jack of Hearts.

Key to Hand 9, page 398

Trick 1: Closed Hand trumps the Diamond with the Eight of Hearts. Tricks 2–3: Declarer exhausts adverse trumps. Tricks 4–7: Declarer eliminates Clubs. Trick 8: Declarer puts Dummy in by leading the 5 of Trumps from Closed Hand (that card having been retained for that purpose, instead of being used for the ruff on trick 1). Trick 9: Dummy leads his last Diamond, Closed Hand ruffs; this eliminates Diamonds. Trick 10: Closed Hand leads Spades and Dummy,

holding Ace-Queen-Ten, finesses the Ten. Should the double finesse in Spades win, Dummy would put Closed Hand in with a trump for a second Spade finesse for Grand Slam. If the double finesse lose to the King, the remaining cards would be winners; if it lose to the Jack, a Small Slam is still assured as East has to lead Spades up to Dummy's tenace, or lead a Diamond which Declarer can trump with one hand and simultaneously discard a Spade from the other.

Key to Hand 10, page 398

After taking in two Club tricks the adversaries will lead a Diamond which Declarer will win. Tricks 4–6: adverse trumps exhausted. Tricks 7–9: Diamonds eliminated, Dummy wins trick 9. Trick 10: Ten of Spades led, combination finesse tried. A similar situation to trick 10, Hand 9.

Key to Hand 11, page 398

Very similar to Hand 6. Trick 1 won by Dummy. Tricks 2–3: trumps led, best trump left in East hand. Trick 4: Dummy put in lead. Trick 5: Dummy leads Jack of Hearts; if King of Hearts do not cover, the finesse is taken and the Heart lead continued; if King of Hearts cover Jack, the Ace is played and Dummy is put in so

that (trick 7) the Ace-9 of Hearts can be finessed. Tricks 9–10: Diamonds and high Clubs eliminated. Trick 11: Declarer having two trumps and a losing Club in each hand, leads a trump.

Key to Hand 12, page 399

Trick 1: Jack of Clubs led; Closed Hand wins. Trick 2: Heart Ace led. Trick 3: Heart led, Queen played Second Hand, Dummy wins with King. Tricks 4–7: Diamonds led first from Dummy, four Diamond tricks taken. Trick 8: Heart led, won by Dummy's Jack. Trick 9: Closed Hand wins with a Club honor. Trick 10: Dummy wins with Club Ace. East can now be marked with the best Club and two Spades. Trick 11: Dummy leads losing Club.

Key to Hand 13, page 399

Trick 2: Closed Hand trumps Heart with Spade 8. Tricks 3–4: adverse trumps exhausted. Tricks 5–7: Diamonds eliminated. Trick 8: Dummy put in by leading the 4 of Spades from Closed Hand. Trick 9: Heart led from Dummy, Closed Hand discards a Club, thus assuring 5-odd.

Key to Hand 14, page 399

Trick 1: Closed Hand trumps with an honor. Trick 2: Ace of trumps led. Trick 3: 9 of

trumps led by Closed Hand, won by Dummy with Ten of trumps. Trick 4: Dummy leads Diamond, Closed Hand trumps. Tricks 5–6: Closed Hand leads Ace and King of Hearts. Trick 7: Closed Hand leads Ten of Hearts, Dummy wins with Jack of Hearts. Trick 8: Dummy leads Diamond, Closed Hand discards Deuce of Clubs. Trick 9: West is obliged to lead a Club up to major tenace in Closed Hand; or a Diamond which Declarer would trump from Dummy, discarding Queen of Clubs from Closed Hand.

Key to Hand 29, page 429

This hand is given as an Auction curio and as a valuable practice hand. As far as the author knows, no such hand ever occurred in actual play. It is a triple Grand Coup and, to make a Small Slam, the trumps in the Closed Hand must be reduced from five (the number held by Closed Hand after playing on Dummy's second and last trump lead) to two (the number held by the adversary on the right of the Closed Hand). Dummy has sufficient entries to make this most unusual play possible. Practice with this hand should materially simplify the play of the ordinary Grand Coup. See hands 26–28, pages 423–429.

PART FOUR

DUPLICATE AND PROGRESSIVE AUCTION

I

DUPLICATE AUCTION

With each succeeding year the card players of the country realize more and more that Auction is not, as was at first imagined, a game which cannot be advantageously played in Duplicate or Progressive contests; but that on the contrary it resembles Whist in its adaptability to contests of that character. Duplicate Auction and Progressive Duplicate Auction are regular weekly features in many large clubs; Progressive Auction (without the Duplicate element) is extremely popular in hundreds of small clubs and at social gatherings.

The duplicate feature puts an extra premium upon skill by reducing the element of luck to the minimum and the progressive feature materially adds to the sociability of the game.

In all Duplicate, Duplicate Progressive, or Progressive games the Laws of Auction are observed in the main; a few variations necessitated by the character of the contest are covered by

special laws. The Knickerbocker Whist Club of New York has most appropriately been called "The Home of Duplicate." In the club house of that organization Auction is played in duplicate with more frequency, by greater numbers, and with a higher degree of science than elsewhere. Duplicate is played with the aid of boards which permit the hands to be preserved so that they can be replayed at one or more tables and a comparison made of the various results obtained by different players, playing with the same cards. The Knickerbocker Club has prepared for the use of its members a code for Duplicate Auction Bridge and, just as the Laws of The Whist Club (New York) (a club composed exclusively of expert players, drawing its members not only from the metropolis but also from almost every large city in the country) are universally followed for the regular game (the only style of Auction played at The Whist Club), so should the Duplicate Laws of the Knickerbocker be accepted as the Duplicate code of the United States. Both clubs are admitted leaders in their respective fields, and both have had unequaled experience in framing and testing the laws which they have promulgated.

It is due to the courtesy of the Knickerbocker Whist Club that the Laws of Duplicate Auction Bridge promulgated by the Club to become effective October, 1922, with subsequent amendments, are published in this book.

Laws of Duplicate Auction Bridge

The Laws of Auction Bridge shall govern the bidding and play of Duplicate Auction, except as modified by the following Special Laws:

ORDER OF PROGRESSION OF PLAYERS AND BOARDS

1. The tables and boards must be consecutively numbered. The arrow on the board in play must point north before a card is removed therefrom. The boards must be played in regular order at each table beginning with the lowest numbered board.

2. Upon the completion of play of a set of boards, the North and South players retain their seats, the East and West pair advance to the next higher numbered table, and the boards pass to the next lower numbered table.

3. Where there is an odd number of tables, the East and West pair progress in regular order. Where there is an even number of tables, they must

skip a table after having played one-half the total number of boards. The boards, however, always pass in regular order.

It should be noted that where a pair skip a table they play twice against the same pair. This may be avoided by what is termed the "Relay System".

WHERE PLAYER HOLDS MORE OR LESS THAN THIRTEEN CARDS

4. Players should count their cards carefully upon withdrawing them from a board and before replacing them.

If at any time player should find hand to contain either more or less than thirteen cards, the course that shall be pursued is as follows:

(*a*) If discovered at table where originally dealt, either before or during the bidding or play, the cards must be redealt.

(*b*) If discovered at a table other than where originally dealt, *and before a player who holds more or less than thirteen cards has made a bid,* the board must be sent back to the preceding table and there rectified under the direction of some member of the Card Committee, and then placed in play.

(*c*) If discovered at a table other than where

originally dealt, *and during either the bidding or play*, the board, after having been rectified as provided for above, shall be passed to next table and the pair bidding or playing when holding an incorrect number of cards shall take the lowest, and their opponents the highest score for that deal; if both pairs are at fault they shall take the average score for deal.

(*d*) The pair or pairs who pass to next table hand or hands containing an incorrect number of cards, shall be penalized 50 points.

WHERE TWO HANDS HAVE BEEN SHIFTED IN A BOARD

5. Where it is discovered within forty-eight hours that two hands have been shifted in a board, either as between partners or as between a North and South and an East and West player, the course that shall be pursued is as follows:

(*a*) If played as originally dealt at half or more than half of the total number of tables, the players who play the boards not as originally dealt, shall take the average on such board or boards, the average to be determined by the scores made where hand was played as originally dealt.

(*b*) If played as originally dealt at less than half of the total number of tables, then players

who played the boards as originally dealt shall take the average on such board or boards as played after cards have been shifted therein.

MANNER IN WHICH CARDS PLAYED SHOULD BE PLACED ON TABLE

6. A player, when it is his turn to lead or to follow to a trick, should place his card in front of him face upward on table and allow card so placed to remain face upward until all four players have followed to the trick. Upon completion of trick, the card should then be turned face downward on table and allowed to remain so placed until the result of board is recorded; the cards of winning pair should point toward partner and of losing pair toward adversaries.

THE REVOKE

7. A revoke may be claimed at any time before the commencement of bidding on the following board. If the revoke occurs in the play of the final board, claim for such revoke must be made before the result of final board is recorded.

The penalty for any and each revoke is 50 points only. If, however, by reason of a revoke or revokes, the non-revoking side is caused to suffer

any loss in excess of the foregoing penalty, protest should be made to the Card Committee who will make the proper adjustment.

THE SCORING

8. Each deal shall be complete in itself. The pair winning a game on one deal shall add one hundred and twenty-five (125) points to their honor score.

9. At the completion of each round of boards, players should check score of opponents, and if correct, initial same. Scores so initialed cannot be changed without the consent of both pairs.

10. Opponents of Declarer shall not score more than 350 points and honors held, and Declarer more than 450 points and honors held on any one board.

If a greater number of points is won or lost on any one board, the losers shall score the full amount of loss in their "minus" column and the winners the restricted amount in their "plus" column and the difference between the restricted and the total amount in their "excess" column.

11. At the completion of contest each pair shall total their "plus" and "minus" columns and record the net difference, "plus" or "minus". The pair scoring the largest "net plus" each way

of the table, or if the scores one way of the table are all "minus," then the least "net minus" are the winners of the contest.

In order to strike a final balance between the North and South and East and West scores, the points scored, if any, in the "Excess" column on all score cards should be totaled and added to the "plus" side.

To determine the winner of a series of contests, the "net plus" and "net minus" scores of the North and South players should be totaled and the difference divided by the number of tables in play. The result obtained is the "average net plus" or "average net minus" of that way of the table. The "average net plus" or "average net minus" of the other way of the table (East and West) should be similarly obtained.

A record of each contest and of each individual contestant should be kept and each contestant credited ("plus") the number of points scored in excess of the "average plus" or less than the "average minus" or debited (minus) the number of points scored less than the "average plus," or more than the "average minus." The contestant scoring the highest aggregate "average net plus" is the winner of the series.

II

PROGRESSIVE AUCTION

For Progressive Auction, when played without the duplicate feature, there is no recognized code. The game is generally governed by local customs which, of course, differ materially in different places. During the past few years the writer has received several thousand letters containing queries about Progressive Auction Bridge; the total number of different questions in all these letters could be numbered on the fingers of one hand, showing that it is on only a few points that players are in doubt. The following suggestions (which are not endorsed by the authority of any Club) are offered with the hope that they may prove helpful to Progressive players.

The Laws of Auction should govern the bidding and play of Progressive Auction except as modified by the following special laws;

I. In case one deal is passed out (*i. e.*, all four players pass), the deal is passed to the left as usual and only three deals are played. If subsequent deals are passed

out, the same dealer deals again so that no fewer than three deals are played. At the end of three or four deals (as the case may be), the winners move to the next higher table; except at the head table where the winners stay and the losers move to the bottom table. It is generally customary to change partners[1] when changing tables, except at the head table.

II. At the end of the four (or three) deals, both sides add up their total scores including points for tricks, honors, slams, etc.; and penalties for undertricks, revokes, etc. The smaller score of the losers is then subtracted from the larger score of the winners and the difference (net score) is entered on the individual score-cards of the four players. The winners enter their net score as plus (+) and the losers enter theirs as minus (−). At the end of the session, each player adds his plus and minus items separately and sub-

[1] If the players wish to retain the same partners through the entire game (making it a pair, instead of an individual contest) no change is made when changing tables. In that case one score is kept for each pair, instead of one for each individual.

tracts the smaller total from the larger;[1] the difference being the player's final score (plus or minus as the case may be). The player having the largest final net plus score is the final winner.

III. A bonus of 125 points is scored for winning a game; that is when one side has won 30 points or more by tricks, whether in one deal or more.[2] When a game has been completed, a line is drawn under the trick score, 125 added to the honor score and a new game started. One side might win four games at one table, or it might be that neither side would win a game.

An absurd but more or less prevalent method of scoring (sometimes called the "all plus" method) is to have both winners and losers enter on their score-cards all the points won at a table regardless of the points won by their opponents. That is, the losers' score is not subtracted from the winners' and there are no minus scores. By this method the actual losers of the session have about as good a chance to land the "prize" as the actual winners

[1] It saves time in the end to add or subtract the plus or minus items when they are entered on the individual score-card.

[2] In many places a game is not counted unless it be made in one hand. This follows the Duplicate practice but is not a necessary feature of Progressive.

have. To illustrate: A pair at one table might be beaten by 1000 to 500 while at another table another pair were winning by 250 to 125; yet the pair who were beaten 2 to 1 would score 500 against a score of only 250 for the pair who were winners 2 to 1.

Further absurdities like counting 20 for both sides when the Aces are divided at No Trump are sometimes encountered.

PART FIVE

THE LAWS OF AUCTION

In July, 1920, The Whist Club (New York) adopted a code of Auction Laws with an official Preface and Index to become effective September 1, 1920. Since September, 1920, this code has been universally recognized in the United States and in some other countries. It apparently still satisfies Auction players of all classes, although it has been in force without alteration for over three years.[1] The courtesy of The Whist Club permits the reproduction on the following pages of the full text of the Laws and Index; a part of the Preface is also given.

EXCERPTS FROM THE WHIST CLUB PREFACE

"Contract Auction," which provides that a player be permitted to score in his trick-score only the amount of his bid, the excess, if any, to be entered in his honor-score, was considered and rejected in 1917 and in 1920. Auction, as it

[1] During the three years that have elapsed since the adoption of these laws but few queries have been received by the Card Committee of the Whist Club in relation to their interpretation. It may be worth recording that almost all of these have been concerning the case in which some player other than Dealer passes before Dealer speaks. Law 40 (*b*) accurately covers a pass out of turn after a bid and by implication a similar penalty should be suffered by a player who passes out of turn before a bid. The Committee has decided that in such case the offender may not bid until some other player does so. After any bid, the full bidding rights of the offender are restored but if (for example) he be Second Hand and pass before Dealer speaks, he must pass if Dealer pass.

stands, gives the expert sufficient advantage; "Contract Auction" would almost legislate the poor bidder out of the game. Like the Nullo, it might make Auction more attractive for the few, but must do so at the expense of the many.

There must be penalties; to enforce some, and to disregard others creates misunderstandings and hard feelings. Players are very ready to claim the severe penalty for a revoke, which is always a careless and in most cases a harmless offence, and yet many hesitate to enforce the penalty allowed for looking at a trick that has been quitted. The latter offence gives the offender improper information by unfair means, and the penalty imposed for it is far from being too severe.

The picking up and examining of cards during the deal, while by no means so serious an offence as looking at a quitted trick, is a most annoying habit and is apt to result in exposed cards and other unfortunate occurrences.

Touching one card in Dummy and then playing another is an annoyance too often condoned.

Auction players are therefore urged to observe all laws, and to exact all penalties, it being especially desirable that the penalties provided in Laws 26 (*d*), 53 and 61 (*e*) be rigidly enforced.

THE LAWS OF AUCTION

HOW PLAYED

1. The game of Auction is played by four players, two against two playing as partners. Two partners constitute a side.

CARDS

2. Two packs[1] of cards having different backs are used. A correct pack contains four suits of thirteen cards each; one card of each denomination to a suit. A pack becomes imperfect when one or more cards are torn, soiled or otherwise so marked that they may be identified from their backs.

RANK OF CARDS

3. In the play, Ace is high, then King, Queen, Jack, Ten, etc.; Deuce being lowest. In drawing cards, Ace is low, then Deuce, Trey, etc.; King being highest.

RANK OF SUITS

4. In the declaration,[2] Spades are high, Hearts next, Diamonds next and Clubs lowest. In drawing cards, as between cards of equal denomination, Spades are low, Hearts next, Diamonds next, and Clubs highest.

LEAD

5. The player at the left of Declarer leads[3] to the first trick[4] and thereafter the winner of each trick leads to the next.

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[1] The game may be played with one pack, legal provisions requiring two packs being suspended by consent.

[2] In the declaration, No Trump ranks above any suit.

[3] A player leads or plays by placing one of his cards face upward near the center of the table.

[4] The first lead of a hand, when legally made, is called the initial lead.

TRICK

6. After the lead, each player in his turn to the left plays[1] a card. A trick consists of four cards thus played.

FOLLOWING SUIT

7. A player must follow suit, *i. e.*, must play a card of the suit led if he have one. When leading, or when void of the suit led, he may play any card he holds.[2]

WINNING THE TRICK

8. A trick is won for his side by the player who, (*a*) if the trick does not contain a trump,[3] plays the highest card of the suit led; or who (*b*) plays the highest trump, if the trick contain one or more trumps. A trick once turned and quitted[4] may not be looked at[5] until the end of the hand.

ODD TRICKS

9. Odd tricks are those won by Declarer in excess of six tricks. If Declarer fulfil his contract, his side counts the value of all odd tricks; otherwise nothing is counted in the trick score.

TRICK VALUES

10. Odd tricks count in the trick score as follows:

With Clubs trumps, each counts	6 points.
With Diamonds trumps, each counts	7 "
With Hearts trumps, each counts	8 "
With Spades trumps, each counts	9 "
With No Trump, each counts	10 "

Doubling doubles the above values; redoubling multiplies them by four.

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[1] A player leads or plays by placing one of his cards face upward near the center of the table.

[2] To "refuse" is to fail to follow suit. To "renounce" (Law 55) is to refuse when able to follow suit. See Law 56 for "revoke."

[3] As a result of the bidding (Law 30), the hand may be played without a trump (*i. e.*, "No Trump") or with one of the four suits as the trump. Any trump is a winner as against any card of a plain (non-trump) suit.

[4] Footnote to Law 56-*a* defines "quitted."

[5] Law 61-*e* prescribes penalty.

HAND

11. A hand[1] begins with the cut[2] and ends when the last card is played to the thirteenth trick.

GAME

12. A game is won when one side has a trick score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out[3] whether or not during it the game be won.

RUBBER

13. (*a*) A rubber begins with drawing for partners (Law 22) or cutting out (Law 23) and is completed when one side has won two games. The side which has won two games adds a bonus of 250 points to its honor-score. The side having the greater number of total points[4] wins the rubber.[5]

(*b*) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that hour; the score is made up as it stands, 125 being added to the honor-score of the winners of a game. A hand if started must be played out.

(*c*) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after such agreement, a player leave before the appointed hour without appointing an acceptable substitute (Law 21-*a*); the opponents have the right to consult and decide whether the score be canceled or counted as in (*b*).

HONORS

14. The Ace, King, Queen, Jack and Ten of the trump suit are the honors unless the declaration be No Trump, in which

[1] "Hand" is also used to mean the cards held by a player. When so used the sense is obvious. Also used to designate players, as in "second hand," "third hand," etc.

[2] See Law 25.

[3] All points won are counted whether or not they are needed to make game.

[4] See Law 17.

[5] Thus a side may win two games and still lose the rubber.

case the four Aces are the honors. Honors count in the honor-score of the side which received them in the deal.

HONOR VALUES

15. Honor values are based on trick values (Law 10). They are not increased by doubling (Law 35) or redoubling (Law 36).

WHEN THERE IS A TRUMP:

3 honors[1] between partners have value of....	2 tricks
4 honors between partners have value of....	4 "
4 honors held by one partner have value of..	8 "
5 honors, held 3 by one and 2 by other partner, have value of.....	5 "
5 honors, held 4 by one and 1 by other partner, have value of.....	9 "
5 honors held by one partner have value of..	10 "

WHEN THERE IS NO TRUMP:

3 aces held between partners count.....	30 points
4 aces held between partners count.....	40 "
4 aces held by one partner count.....	100 "

SLAMS

16. A side winning all thirteen tricks[2] scores 100 points for Slam.[3] A side winning twelve tricks[2] scores 50 points for Little Slam.[4] Slam points are added to the honor-score.[5]

SCORING

17. Each side has a trick-score, which includes only points won by odd tricks; and an honor-score for all other points, including bonuses for honors, penalties, slams and undertricks.

[1] "Simple honors" means 3 honors.

[2] Without counting tricks received as penalty for a revoke.

[3] Also called Grand Slam.

[4] When Declarer's contract is seven and he wins six odd, he counts 50 for Little Slam although his contract fail.

[5] Slam or Little Slam may be scored by either side.

At the end of the rubber, the total points of a side are obtained by adding together its trick-score and honor-score.[1] Subtracting the smaller total from the greater, gives the net points by which the rubber is won and lost.[2]

A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

A proved error in the trick-score may be corrected at any time before the next declaration begins (Law 29), if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

FORMING TABLES

18. A table consists of four, five or six members, of whom four are players. A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played but are not members of an existing table rank next. Candidates of equal standing decide priority by drawing[3] cards. Low wins.

ENTRY

19. Before the beginning of a rubber[4] a candidate may enter any incomplete table by announcing his desire to do so and such announcements in the order made entitle candidates to places as vacancies occur. In case there are more candidates than there are vacancies, the provisions of Law 18 apply.

MEMBERS LEAVING TABLE

20. If a member leave a table, he forfeits all his rights at said table unless he leave to make up a table which cannot be formed without him and, when leaving, announce his intention of return-

[1] The 250 points bonus for winning two games (Law 13-*a*) is included.

[2] Law 13-*a* explains who wins a rubber.

[3] Method of drawing is described in Law 22.

[4] Law 13-*a* stipulates that the rubber begins when any player draws either for partners or cutting out.

ing when his place at the new table can be filled. In such case, if he return, he has prior rights over any who have joined the table in his absence and may displace one of them. When a member[1] leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table.

PLAYERS LEAVING TABLES

21. (*a*) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence; such appointment becomes void upon return of said player or upon conclusion of the rubber. In any case, the substitute when released regains all his previous rights.

(*b*) A player who withdraws from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (*a*) fails to return before the end of the rubber, thus breaking up the table; cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

22. A table having been formed, the members draw[2] cards. He who draws lowest becomes the dealer of the first deal and has choice of packs and seats.[3] He who draws second lowest is Dealer's partner and sits opposite him. The third lowest has choice of the two remaining seats; fourth lowest takes the remaining one. The members, if any, who draw higher than fourth lowest, remain members of the table but do not play in the current rubber.

In all cases when drawing cards, should any one show two or more cards, he must draw again.

A player having made choice of packs or seats must abide by his decision.

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[1] Should two members make up a new table, both rank ahead of the others.

[2] One pack is spread face downward on the table and each member draws one card. All draw from the same pack.

[3] A player may consult his partner before choosing.

CUTTING OUT

23. If at the end of a rubber a table consist of five or six members, the players who have played the greatest number of consecutive rubbers are the first to lose their places as players (but do not lose their standing as members). The draw (Law 22) decided between claimants of equal standing; low wins.

THE SHUFFLE

24. After drawing for partners, second hand[1] shuffles the pack which Dealer has chosen (Law 22) and third hand[2] shuffles the still pack.[3] Thereafter, at the beginning of each deal, third hand shuffles the still pack.[4] After being shuffled, the still pack is placed between second and third hands where it remains until the next deal.

During the shuffle, the pack must not be held below the table nor so that the face of any card may be seen.

Dealer has the right to shuffle last, but must not shuffle after the cut except as in 25-*b*.

The deal must not proceed until the pack has been shuffled as herein provided.

THE CUT

25. (*a*) Dealer, immediately before the deal, places the pack before his right hand opponent who lifts off the top portion and places it beside the bottom portion, preferably toward Dealer who then places the bottom portion on top. This constitutes the cut.[4]

(*b*) If the cut leave fewer than four cards in the top or bottom portion; or if during it any card be faced or displaced; or there be any doubt as to where the pack was divided; or any player shuffle after the cut; there must be a new shuffle and a new cut.[4]

[1] The player on Dealer's left.

[2] Third hand is Dealer's partner.

[3] The "still pack" is the one not being dealt, or used in the play of the hand.

[4] A player may not cut or shuffle for partner if either opponent object.

THE DEAL

26. (*a*) The deal begins after the cut and ends when the last card has been placed in proper order in front of Dealer.

(*b*) After the first deal, players deal in turn to the left. A player may not deal for his partner if either opponent object.

(*c*) Dealer gives the first card to the player on his left and so on until all fifty-two cards are dealt, the last one to Dealer.

(*d*) A player may not look at any of his cards during the deal. Penalty, 25 points in the adverse honor-score.

NEW DEAL (Compulsory)

27. There must be a new deal:[1]

(*a*) If the cards be not dealt into four distinct packets in accordance with Law 26-*c*.

(*b*) If, during the deal, any card be found faced in the pack or be exposed on, above or below the table.

(*c*) If it be discovered during the hand that more than thirteen cards were dealt to any player.

(*d*) If, during the hand, one player hold more than the proper number of cards and another less.

(*e*) If, during the hand the pack be proved incorrect (Law 2). The pack is not incorrect on account of a missing card or cards if it or they be found in the still pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal. Any player may search anywhere for missing cards, including the still pack and the quitted tricks (face downward). See also Law 56-*e*.

NEW DEAL (Optional)[2]

28. During the deal any player who has not looked at any of his cards may demand a new deal:[3]

(*f*) If the deal be out of turn,

(*g*) If the pack be imperfect (Law 2),

[1] Always by the same dealer, and with the same pack except (*e*) when a missing card is not found. See Law 62 regarding new cards.

[2] A new deal may also be demanded under Laws 37-*d*, 37-*e* and 54-*i*.

[3] By the same dealer except as in (*f*), and with the same pack except as in (*g*) and (*i*).

A new deal may be demanded by either of Dealer's opponents[1] who has not looked at any of his cards:

(*h*) If Dealer omit the cut.

(*i*) If Dealer deal with wrong pack.

If any player, after looking at a card, make a claim under this law; or, if no claim be made; the deal stands as regular, and the player to the left deals next. In case of a deal with the wrong pack (*i*), the next dealer may choose either pack for the remainder of the rubber.

THE DECLARATION

29. The declaration[2] begins when the deal ends and ends when all four players pass[3] (Law 38) their first opportunity to declare[4] or, after a bid, (Law 30) when three players in succession have legally passed. The first legal act of the declaration is a bid or pass by the dealer. Thereafter each player in his turn to the left must pass, bid if no bid has been made previously, make a higher bid[5] if a bid has been made previously, double the last bid made by an opponent or redouble an opponent's double provided no bid has intervened.

BID DEFINED

30. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump; thereby offering to contract that with such suit as trump or with No Trump, the bidder will win at least the specified number of odd tricks.

HIGHER BID DEFINED

31. To make a "higher bid" a player must (*a*) name a greater number[6] of odd tricks in a suit or No Trump than the number

[1] "Opponent" is always used in the general sense;
"Adversary" is always an opponent of Declarer.

[2] Declaration also means either bid, double, pass, or redouble.

[3] The player next in turn then deals with his own pack.

[4] To declare means to bid, double, pass or redouble.

[5] Law 31 defines "higher bid."

[6] Seven is the greatest number that may be named.

named in the last previous bid, or (*b*) name at least an equal number of odd tricks in a suit of higher rank (Law 4) than the suit named in the previous bid.

INSUFFICIENT BID

32. A bid following any previous bid is "insufficient" if it is not "higher" according to Law 31.

When an insufficient bid is made:

(*a*) The insufficient bidder, if he do so before an opponent has declared or called attention to the insufficiency, may make the bid sufficient by changing the number of odd tricks named, in which case the declaration proceeds as if the bid had been sufficient.

(*b*) When either opponent calls attention to an insufficient bid before it is changed, the insufficient bidder must make his bid sufficient by increasing the number[1] of odd tricks named; and if the player on the left of the insufficient bidder then pass, the partner of the insufficient bidder must pass and may not re-enter the declaration unless an opponent subsequently bid or double.

(*c*) If neither opponent call attention to the insufficiency and the player on the left of the insufficient bidder either bid, double or pass, the previous insufficiency is waived.

(*d*) Either opponent, after the bid has been made sufficient as provided in (*b*), may in turn make a higher[2] bid, in which case the declaration proceeds as if no bid had been insufficient.

BID OUT OF TURN DEFINED

33. A bid is out of turn,[3] (not an illegitimate bid, Law 41):

(*a*) If, before Dealer declares, a bid be made by any other player.

(*b*) If, after Dealer declares, any player bid otherwise than in his turn.

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[1] Not exceeding seven.

[2] *i. e.*, Higher than the bid after it has been made sufficient.

[3] When a bid is out of turn and also insufficient (Law 32), either opponent may elect to apply either Law 32-*b* or Law 34-*a*.

BID OUT OF TURN PENALIZED

34. After a bid out of turn:

(*a*) Either opponent of the offender may cancel it. The proper player then proceeds with the declaration,[1] the out-of-turn bid being ignored, but the partner of the out-of-turn bidder must thereafter pass whenever his turn comes.[2]

(*b*) When the player on the left of the out-of-turn bidder declares before the improper bid is canceled, the out-of-turn bid is thereby accepted as if made in turn and there is no penalty.

(*c*) When the player on the right of the out-of-turn bidder is the proper declarer and declares[3] without otherwise canceling the improper bid, such act cancels the out-of-turn bid and (*a*) applies.

DOUBLE DEFINED

35. When, during the declaration and in proper turn, a player doubles, it doubles the trick value (Law 10) of the last previous bid. Doubling does not change bidding values (Laws 4 and 21), nor the values of honors (Law 15), Slam or Little Slam (Law 16).

REDOUBLE DEFINED

36. When, during the declaration, and in proper turn, a player redoubles, it doubles the double (Law 35); that is, it multiplies the original trick value (Law 10) by four. A redouble, like a double, affects only trick values (Law 35).

IMPROPER DOUBLES AND REDOUBLES

37. The penalties for improper doubles or redoubles follow:

(*a*) A double or redouble before a bid has been made is void.

(*b*) A double or redouble after the declaration ends: Law 41-*a* prescribes the penalty.

(*c*) A double or redouble made when it is the turn of the right hand opponent to declare is subject to the same penalty as a bid out of turn (Law 34-*a*) unless the partner of the offender has

[1] The "proper player" must pass if he is the partner of the player in error.

[2] The offending player, as he has not received improper information, may subsequently declare in turn.

[3] When he doubles, it is a double of the last legal bid.

passed the bid involved, in which case the double or redouble is void and there is no penalty.

(*d*) A double or redouble when it is partner's turn to declare may be accepted by the opponents, after consultation, as if it had been in turn; or they may demand a new deal; or call the bid that was doubled final and elect whether the double or redouble stand. Any of these penalties may be exacted even though the partner of the offender call attention to the error; but, if the player to the left of the offender declare, he thereby accepts the out-of-turn double or redouble.

(*e*) A double of a double is a redouble; a redouble when there has been no double is a double; a redouble of a redouble is void and is penalized by a new deal or 100 points in the adverse honor-score. Doubling a partner's bid or redoubling a partner's double is penalized by 50 points in the adverse honor-score. Either opponent may exact any of these penalties.

PASS DEFINED

38. When, during the declaration and in proper turn, a player passes; the turn to declare is thereby passed to the next player to the left.

PASS OUT OF TURN DEFINED

39. A pass is out of turn:

(*a*) If made before Dealer declares;

(*b*) If made (after Dealer declares) by any player except in turn.

PASS OUT OF TURN PENALIZED

40. After a pass out of turn:

(*a*) If the opponent at the left of the offending player declare[1] before attention is called to the error, the pass is accepted as regular.

(*b*) If an opponent call attention to the error, the pass is void and the player whose turn it was, when the error was made, resumes the declaration; but the offending player may not there-

[1] See footnote to Law 29, which provides that a pass is a declaration.

after bid, double or redouble unless the declaration he passed be over-bid, doubled or redoubled.

ILLEGITIMATE DECLARATIONS

41. (*a*) A bid, double or redouble made after the declaration is ended is not penalized if made by Declarer or his partner. But should the error be committed by an adversary, Declarer may call a lead from the partner of the offending player the first time it is the turn of said partner to lead.

(*b*) When a player who has been debarred from bidding or doubling, either bids, doubles or redoubles, either opponent may decide whether or not such bid, double or redouble stand; and, in either case, both the offending player and his partner must thereafter pass.

(*c*) A pass after the declaration is ended is void.

DECLARING AND CHANGING

42. If a player pass, bid, double, or redouble, and then attempt to change[1] to some other form of declaration or attempt to change the size of a sufficient bid, such attempted change may be penalized as a bid out of turn.[2]

REPEATED ERRORS

43. When any player commits an error for which a penalty is provided in Laws 32, 34, 37, 40, 41, or 42 at a time when an error has previously been committed under those laws, for which the penalty has not already been fully paid:

(*a*) If the previous error was committed by the other side, the penalty for it (or as much as remains unpaid) is canceled and the side newly in error is liable for the penalty provided for the new offense;

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[1] A player who inadvertently says "No Bid," meaning to say "No Trump" (or *vice versa*); or who inadvertently says "Spade," "Heart," "Diamond" or "Club," meaning to name another of these; may correct his mistake, provided the next player has not declared. "Inadvertently" refers to a slip of the tongue, not a change of mind.

[2] Unless it be an attempt to change the third or fourth consecutive pass which closes the declaration (Law 29).

(*b*) If the previous error was committed by the same side, the opponents, after consultation, may elect which error to penalize.

CARDS EXPOSED DURING DECLARATION

44. If, during the declaration,[1] any player lead or expose[2] a card, such card must be left face upward on the table and the partner of the player in error must thereafter pass whenever it is his turn to declare.

If the player in error later become Declarer or Dummy, the card in question is no longer exposed; otherwise it remains an exposed card until played.

If the player on the left of the player in error later become Declarer he may, on the first trick, forbid a lead of the suit of the exposed card.[3]

CONTRACT AND DECLARER

45. With the completion of the declaration, the side which has made the highest bid assumes a contract to win at least the number of odd tricks[4] named in said bid: the partner of that side who first named the suit or No Trump specified in said bid is Declarer.

For every trick Declarer falls short of his contract, the adversaries score 50 points in their honor-score for undertricks. All tricks won by adversaries beyond their "book" are undertricks. The adversaries' book is the number of the bid subtracted from seven. Declarer's book is his first six tricks. In case of a double, the undertricks count 100 each; in case of redouble they count 200 each.

When there is a double and Declarer fulfils his contract, he counts in his honor-score a bonus of 50 points; and a further bonus of 50 points for each trick, if any, that he wins beyond the number called for by the contract. When there is a redouble, these bonuses are 100 points each instead of 50.[5]

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[1] Law 29 specifies when the declaration begins and ends.

[2] Law 51 defines exposed cards.

[3] When two or more cards are exposed, all are subject to the provisions of Law 44, but the Declarer may not forbid the lead of more than three suits.

[4] Law 9 provides that Declarer whose contract fails, scores nothing for tricks.

[5] These bonuses are in addition to the increased trick score, see Law 10.

THE PLAY

46. After the declaration, the play proceeds according to Law 5. Until the initial lead has been legally made, Declarer's partner is not subject to any of the limitations[1] imposed upon Dummy.

DUMMY

47. As soon as the initial lead is legally made, Declarer's partner places his cards face upward on the table and becomes Dummy.[2] Declarer plays Dummy's cards as well as his own. Dummy takes no part in the play and has no rights except as provided in Laws 48 and 49.

DUMMY'S RIGHTS (Unconditional)

48. Dummy always has the right:

(*a*) To call attention to the fact that too many or too few cards have been played to a trick,

(*b*) To call attention to the fact that the wrong side has gathered in a trick,

(*c*) To ask Declarer whether he have any of a suit he has refused,[3]

(*d*) To correct an error in the score,

(*e*) To participate in the discussion of any disputed question of fact after it has arisen between Declarer and an adversary,

(*f*) To correct an improper claim of either adversary,

(*g*) To assist Declarer as allowed by Law 54-*j*.

DUMMY'S RIGHTS (Conditional)

49. If Dummy have not intentionally looked at a card held by any player, he has the following additional rights:

(*h*) To claim an adverse revoke,

(*i*) To call attention to an adverse lead out of turn,

(*j*) To call attention to a card exposed by an adversary,

(*k*) To call Declarer's attention to any right he may have under the laws,

[1] Except consultation as to the penalty provided in Law 54-*a*.

[2] "Dummy" is sometimes used in the obvious sense of dummy's cards.

[3] "Refuse" is defined in footnote to Law 7.

(*l*) To suggest playing out the hand when Declarer would concede any of the remaining tricks (Law 59-*b*).

DUMMY PENALIZED

50. (*m*) Should Dummy call attention to any matter involving a right of Declarer or a penalty incurred by the adversaries, said matter not being covered by Law 48, paragraphs (*a*) to (*g*); or should he, after having intentionally looked at a card held by any player, seek to exercise any of the rights mentioned in Law 49, paragraphs (*h*) to (*l*); then such right or penalty is canceled and may not be exercised or exacted.

(*n*) Should Dummy, by touching a card or otherwise, suggest a play by Declarer; either adversary may require Declarer to make such play (if legal) or to refrain from making it.

(*o*) Should Dummy warn Declarer that he is about to lead from the wrong hand, either adversary may designate the hand from which Declarer shall lead.

EXPOSED CARDS

51. The following are "exposed" cards—

(*a*) Two or more cards led or played simultaneously (all are exposed);

(*b*) A card dropped face upward on the table, even if snatched up so quickly that it cannot be named;[1]

(*c*) A card dropped elsewhere than on the table if the partner see its face;[2]

(*d*) A card so held by a player that his partner sees any portion of its face;[2]

(*e*) A card mentioned by either adversary as being in his own or his partner's hand;

(*f*) If an adversary who has legally played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed;

(*g*) A card designated by any Law as "exposed."

[1] If an adversary throw his cards face upward on the table, they are exposed (except as in 59-*a*) and liable to be called; but if the other adversary retain his hand, he cannot be forced to expose it.

[2] The fact that an opponent sees it, does not make it an exposed card.

CALLING EXPOSED CARDS

52. After a card has been "exposed" as defined in Law 51, it must be left face upward on the table and Declarer may "call" it (*i. e.*, require its owner to lead or play it)[1] at any time when it is the owner's turn to lead or play, except when the playing of the "called" card would cause the holder to renounce.

Declarer may call an exposed card any number of times until it may be legally played, but the owner may play it even if not called.

PLAY OF DECLARER AND DUMMY

53. A card from Declarer's hand is not played or led until quitted.[2] If Declarer name or touch a card in Dummy he must play it.[3] If he touch two or more cards simultaneously, he may play either.

Declarer and Dummy are not liable to the call of exposed cards.[4]

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

54. (*a*) After the declaration and before a legal initial lead, should the partner of the proper leader lead or expose a card, Declarer may either call a lead[5] from the proper leader or treat the card[6] as exposed. Declarer's partner may call Declarer's attention to the offense but, should they consult regarding the penalty, it is canceled. Should Declarer's partner spread any part of his hand before Declarer selects the penalty, Declarer may not call a lead.

(*b*) Should an adversary who has played a card which, as against Declarer and Dummy, is a winner lead another or several such winning cards without waiting for his partner to play;

[1] Declarer and Dummy are not liable (Law 53).

[2] A card is "quitted" when the player no longer touches it.

[3] Unless Declarer say "I arrange," or words to that effect; or unless his touching the card is obviously for the purpose of uncovering a partly hidden one or to enable him to get at the card he wishes to play.

[4] But see Law 54-*a*.

[5] If the player called on to lead a suit have none of it the penalty is paid.

[6] Or cards.

Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(*c*) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(*d*) Should Declarer lead out of turn either from his own hand or Dummy, either adversary may direct that the error be rectified, but Declarer may not rectify it unless so directed.

(*e*) After a lead by Declarer or Dummy, should fourth hand play before second hand; Declarer may require second hand to play his highest or lowest card of the suit led, or to win or lose the trick.[1] If second hand have none of the suit led, Declarer may call his highest of any designated suit. If second hand hold none of the suit called, the penalty is paid.

(*f*) Should Declarer lead from his own or Dummy's hand and then play from the other hand before second hand plays, fourth hand may play before second hand without penalty.

(*g*) Should any player (including Dummy) lead out of turn and next hand[2] play without claiming the penalty, the lead stands as regular.

(*h*) If an adversary lead out of turn, Declarer may call a lead as soon as it is the turn of either adversary to lead or may treat the card so led as exposed.

(*i*) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick but does not constitute a revoke therein.

(*j*) Whenever it is suspected that any of the quitted tricks contains more than four cards, any player (including Dummy) may count them face downward. If any be found to contain a surplus card and any player be short, either opponent may face the trick, select the surplus card and restore it to the player who

[1] Except as provided in (*f*).

[2] Declarer accepts wrong lead if he play next either from his own or Dummy's hand.

is short; but this does not change the ownership of the trick. The player who was short is answerable for revoke as provided in Law 56-*e*.

RENOUNCE

55. When a player, having one or more cards of the suit led, plays a card of a different suit; his act constitutes a renounce.[1]

REVOKE DEFINITIONS

56. A renounce (Law 55) becomes a revoke and subject to penalty (Law 57):

(*a*) When the trick in which it occurs is turned and quitted[2] by the rightful winners, except as provided in Law 58-*c*;

(*b*) When the renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick;

(*c*) When one side having claimed a revoke either opponent mixes the cards before the claimant has had reasonable opportunity to examine them.

(*d*) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so; he incurs the revoke penalty.

(*e*) If at any time a player be found to have less than his correct number of cards, and the other three have their correct number; the missing card or cards, if found (see also Laws 27-*e* and 54-*j*), belong to the player[3] who is short and, unless he be Dummy, he is answerable for any revoke or revokes as if the missing card or cards had been in his hand continuously.

REVOKE PENALTY

57. The penalty for each revoke is:

(*a*) When Declarer revokes, he cannot score for tricks and his

[1] See also "refuse," Law 7, footnote.

[2] A trick is "quitted" when it is turned and the player no longer touches it.

[3] The fact that such player made no claim of irregularity at the time of the deal is conclusive, in the absence of evidence to the contrary, that the missing cards were dealt to him.

adversaries, in addition to any bonus for undertricks,[1] add 50 points to their honor-score for each revoke.

(*b*) When either adversary revokes, Declarer for the first revoke may either score 50 points in his honor-score or take two tricks[2] from his adversaries and add them to his own.[3] Such tricks may assist Declarer to make good his contract, but shall not entitle him to any further bonus[4] in the honor-score by reason of the bid having been doubled or redoubled; nor to a Slam or Little Slam not otherwise obtained. For each revoke after the first, Declarer adds 50 points to his honor-score.

(*c*) The value of honors as held is the only score that can be made by a revoking side unless both sides revoke; if one side revoke more than once, the other scores 50 for each extra revoke.

REVOKE AVOIDED

58. A renounce (Law 55) may be corrected, and the revoke (Law 57) avoided, under the following circumstances:

(*a*) If made by Dummy, the renounce may be corrected before the trick is turned and quitted. After the trick has been turned and quitted, whether by the rightful winners or otherwise, the renounce may not be corrected. In neither case is there any penalty.

(*b*) A renouncing player, other than Dummy, may not correct his error (except as in *c*) after the trick is turned and quitted nor after he or his partner has led or played to the following trick. If the correction be made in time, there is no revoke penalty; but the player in error (except as in *e*) may be required to play his highest or lowest card of the suit led. Any player, who played after the renounce, may withdraw his card and substitute another.

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[1] The fact that Declarer revokes does not permit adversaries to score for undertricks, provided Declarer has won (even with the help of the revoke) at least the number of tricks called for by his contract.

[2] The value of the two tricks—undoubled, doubled or redoubled as the case may be—is counted in the trick score.

[3] Dummy may advise Declarer which penalty to exact.

[4] They may enable him to win a game and, if that game end the rubber, give him the 250 points bonus.

(*c*) If, before the trick is turned and quitted, the partner of the renouncing player ask him whether he have any[1] of the suit refused, subsequent turning and quitting does not establish a revoke until the renouncing player has answered in the negative, or until he or his partner has led or played to the following trick.

(*d*) If the renouncing player be an adversary and the renounce be corrected in time, Declarer instead of calling the highest or lowest may treat the card played in error as exposed.

(*e*) The highest or lowest may not be called from Declarer unless the adversary to his left have played to the trick after the renounce.

(*f*) Should Dummy leave the table after requesting protection from revokes,[2] Declarer cannot be penalized, following a renounce, unless an adversary in due time call the renounce to his attention.

(*g*) The revoke penalty cannot be claimed after the next ensuing cut (Law 25); nor, if the revoke occur during the last hand of a rubber, after the score has been agreed upon; nor if there have been a draw for any purpose in connection with the next rubber (*e. g.*, as in Law 23).

CLAIMING AND CONCEDING TRICKS

59. (*a*) If Declarer say "I have the rest," or any words indicating the remaining tricks or any number thereof are his; either adversary may require him to place his cards face upward on the table and play out the hand. Declarer cannot then take any finesse, not previously proven a winner,[3] unless he announced it when making his claim; nor may he call any cards either adversary has exposed.

(*b*) If Declarer concede one or more tricks, and either adversary accept the concession before Dummy lawfully demands that the hand be played out (Law 49-*l*), such trick or tricks belong to adversaries even though, had the hand been played out, Declarer could not have lost them.

[1] Or none.

[2] Sometimes called "courtesies of the table."

[3] "Proven a winner" means that the adversary who plays last to the trick in which the finesse is to be taken, has previously refused that suit; the fact that a finesse in the same suit has previously won is not enough.

(*c*) If an adversary concede a trick or tricks to Declarer, and such concession be accepted before the other adversary objects, it is binding on both adversaries.

PENALTIES AND CONSULTATION

60. Laws which give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(*a*) If either partner suggest or name a penalty he is deemed to have selected it.

(*b*) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(*c*) If either says (in effect), "Which of us is to select the penalty?" the penalty is canceled.

(*d*) A proper penalty once selected may not be changed.

(*e*) If a wrong penalty be selected,[1] the selection must be corrected upon request of either opponent.

(*f*) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(*g*) A reasonable time must be allowed for the selection of a penalty, and the selection must be made within a reasonable time.

(*h*) If, instead of exacting a penalty at the proper time, either opponent of the side in error play or declare, no penalty may be exacted.

INFORMATION

61. (*a*) During the declaration, information must be given concerning its details up to that time, but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the declaration except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be informed what the contract is.

(*b*) Any player except Dummy may, before a trick is turned

[1] If the "penalty" selected be something not described in the laws, no penalty may be exacted.

and quitted, demand that the cards so far played be placed before their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(*c*) Either adversary, but not Dummy (Law 50-*o*), may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call the next lead when it becomes an adversary's turn.[1]

(*d*) If before or during the declaration a player give any unauthorized information concerning his hand, his partner may be barred from subsequent participation in the declaration.

(*e*) The penalty for looking at quitted tricks (except where the Laws permit examination) is 25 points in the adverse honor-score for each offense.

NEW CARDS

62. One new pack must be produced to replace an incorrect one (Law 27-*e*) or an imperfect one (Law 28-*g*). Otherwise, when new cards are demanded, two packs must be furnished and the opponents of the player demanding them have the choice, unless the demand be made at the beginning of a rubber, in which case Dealer has the choice.

Except under Laws 27-*e* and 28-*g*, new cards may not be introduced during a deal. (See Law 26-*a*.)

[1] Any such reference by Dummy, may be similarly penalized by either adversary.

THE ETIQUETTE OF AUCTION

In the game of Auction slight intimations may convey improper information. To offend against etiquette is more serious than to offend against a law; for in the latter case the offender is subject to prescribed penalties; in the former his opponents are without redress.

1. Declarations should be made in a simple manner, thus: "one Heart," "one No Trump," "pass," "double"; they should be made without emphasis.

2. Except by his legitimate declaration, a player should not indicate by word, manner or gesture the nature of his hand, nor his approval or disapproval of a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An adversary should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played in such manner as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty nor should he make a second revoke to conceal a first.

7. Conversation which may annoy players at the table or at other tables in the room should be avoided.

8. Dummy should not leave his seat to watch his partner play nor call attention to the score.

9. If Declarer say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and an adversary exposes his cards, Declarer should not allow any information so obtained to influence his play.

10. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

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PART SIX

GLOSSARY

Above the Line. See **Line.**

Advance. To make an overbid in the same suit.

Adversary. An opponent of Declarer.

Answer. To make a declaration called for, or suggested by, partner's previous declaration.

Assist. To raise after an intervening adverse bid. See **Jump.**

Balance of Strength. When two opponents hold strong hands, the remaining high cards are called the "balance of strength." The balance of strength may all be in one hand or may be divided between two.

Below the Line. See **Line.**

Best. See **Master Card.**

Bid. The naming of a suit, or No Trump, together with a number of tricks, to signify the number of odd tricks the bidder proposes to win if he get the contract.

Bidding to the Score. Modifying one's bid so as to take advantage of a score advanced beyond love. See **Love Score.**

Blank Suit. A suit of which a player had none dealt to him.

Blind Lead. Initial lead.

Block. (1) To hold up the master card of the opponents' suit. (2) To fail to **unblock** partner's suit.

Bonus. Points for winning the rubber, making a doubled contract, etc.

Book. (1) Declarer's first six tricks. (2) For Adversaries, the amount of Declarer's bid subtracted from seven.

Border-line Bid. One which is made on no more than minimum strength.

Business Double. One made primarily for the purpose of doubling the value of undertricks. See **Informatory.**

Business Pass. A pass which indicates to the partner, who has made an Informatory Double, that the existing declaration will be remunerative.

Bust. A hand devoid of trick-taking possibilities, or nearly so.

Call. Bid.

Calling a Card or a Suit, etc. As a penalty, the privilege of compelling an opponent to lead or play a certain card, or from a certain suit, or to play his highest or lowest, or to win or lose the trick.

Camouflage Declaration. One which does not disclose the make-up of the player's hand.

Candidate. One who has signified his desire to become a member of a table.

Cards. See **Pack.**

Cash. To lead one or more winning cards; usually, to lead all one's winning cards; to run.

Chicane. A hand void of trumps.

Choice of Packs and Seats. The privilege, granted to the drawer of the lowest card, of choosing the pack he wishes to deal and selecting his seat at the table.

" Claiming the Rest ". Showing the remainder of one's hand as proof of ability to win the remaining tricks.

Closed Hand. Declarer's cards. See **Open.**

Combination Finesse. A finesse in which both hands participate. See **Finesse.**

Command. (n) The highest remaining card of a suit. (v) To hold that card.

Complete Table. One having six members.

Consultation. Conference between partners regarding the selection of a penalty.

Continue (a suit). To lead the same suit again after winning a trick in it; to resume the lead of a suit.

Contract. An agreement, subject to penalty in case of failure, to win a specified number of tricks with a given trump or at No Trump. See **Bid.**

Contract Auction. A form of the game in which only the number of odd tricks bid may be scored below the line.

Convention. A practice in declaration or play which has some generally-understood special significance.

Conventional. A term applied to declarations and plays generally approved.

Correct Pack. See **Pack.**

Coup. A brilliant play. **Grand Coup.** The discarding of a superfluous trump.

Cover. To play a card higher than any previously played to the trick.

Cross Ruff. See **Ruff.**

Cut. Separating the pack and putting the bottom portion on top for the purpose of changing the order of the cards.

Cutting Out. Drawing cards for the purpose of deciding who are to play in the next rubber.

Deal. (n) The play which begins after the cut and ends with the distribution of the cards; the hand. (v) To distribute the cards.

Dealer. He who distributed the cards.

Declaration. (1) The part of the play which begins when the deal ends and ends when the four players pass on the first round or, after a bid, when three pass in succession. (2) A bid, double, pass, or redouble.

Declare. To bid, double, pass, or redouble.

Declarer. (1) He who gets the contract and plays the combined hands. (2) One who bids.

Defeat the Contract. To prevent the winning by Declarer of the number of odd tricks bid.

Discard. To play a card which is not of the suit led and which is not a trump.

Double. A feature of the declaration by which the value of tricks is doubled. See **Business, Informatory, Redouble.**

Double Chicane. Chicane held by partners simultaneously.

Double Ruff. See **Ruff.**

Double Tenace. See **Tenace.**

Doubleton. An original holding of two cards of a suit. See **Singleton.**

Down and Out (lead). The opening lead of leader's highest card of the suit, followed by the lead (or play) of the next lower, etc.

Draw. Pulling cards from a spread pack to decide who is to deal, who are to play the rubber, etc.

Duck. To omit winning a trick when able to win it.

Dummy. (1) Declarer's partner. (2) Dummy's cards.

Duplicate Auction. A form of the game in which the hands are played more than once (*i. e.* overplayed).

Entry at Table. Determining by the draw who are to be members.

Entry Card. See **Re-entry.**

Established Suit. One in which the holder can take the remaining tricks if it be led.

Etiquette. Rules without legal penalties.

Exposed Cards. Cards the faces of which are shown contrary to the Laws.

Face Cards. King, Queen, Jack.

Fall of the Cards. The order in which played.

False Card. To play or lead a card unconventionally for the purpose of deception.

Finesse. To play the lower card of a tenace; or (see **Combination Finesse**) to lead a lower touching card toward a higher (but not touching card) and to play under the card led.

First Hand. See **Hand.**

Fit. A bid "fits" partner's hand when partner's cards furnish support for it.

Flag Flying. Assuming a losing contract for the purpose of preventing an adverse game.

Following Suit. Playing a card of the suit led.

Force. To lead a card which another player must trump to win.

Forced Bid, Lead, etc. One which some previous feature of the bidding or play has rendered expedient or necessary.

Fourchette. The cards next higher and next lower than the card held, led or played by the opponent to the right.

Fourth Best. The fourth highest card which a player originally held of a suit. When the fourth best is led initially, its denomination subtracted from eleven shows the number of higher cards out against the leader. This is called applying the **Rule of Eleven.**

Fourth Hand. See **Hand.**

Freak (deal or hand). One in which the distribution of the cards is abnormal.

Free Bid. One not influenced by any previous declaration.

Free Double. The double of a bid which, if successful undoubled, would score game.

Game. A score of 30 points or more in the trick score, made in one or more deals.

Game All. One game for each side.

Game In (or Out). One game ahead of (or behind) the opponents.

Get In. To secure the lead.

Go Down. To be set.

Grand Coup. See **Coup.**

Grand Slam. See **Slam.**

Guard. Card or cards which protect a guarded card or suit.

Guarded. Guarded card, card so accompanied by other cards of the same suit that it cannot be captured; guarded suit, one containing guarded card or cards.

Hand. (1) Play that begins with the cut and ends when the last card is played to the thirteenth trick. (2) Cards held by a player. (3) Player's position, as "Second hand," "Fourth hand."

Holding Up. Refusing to play a winning card so as to use it on a later trick.

Honors. (1) Ace, King, Queen, Jack, Ten of the trump suit; the aces when there is no trump. (2) Ace, King, Queen, Jack, Ten of any suit.

Honor-score. (1) Total of all points outside of trick points. (2) The place on the score sheet where all points are entered except those made by winning tricks.

Imperfect Pack. See **Pack.**

Imperfect Tenace. See **Tenace.**

Incorrect Pack. See **Pack.**

Informatory Double. One made to give information rather than to double the value of undertricks. See **Business.**

Informatory Pass. A pass made to indicate a preference (after the partner has bid a two-suiter).

Initial Bid. Original bid made by Dealer or Second Hand.

Initial Lead. First lead made by player at Declarer's left.

Insufficient Bid. One which fails to specify either a higher-valued suit or a greater number of tricks than the suit or number named in the last previous bid.

Invitation (bid). Suit-bid made to encourage partner to bid No Trump.

Jump. To raise partner's bid in the absence of an intervening adverse bid.—See **Assist.**

Kill. High cards in a suit are "killed" when they are led through and captured.

Killing. Severe defeat of a contract.

Knock (together). When both opponents are compelled to play unguarded high cards on the same trick, the high cards are "knocked together."

Lead. To play the first card of a trick.

Lead From, Through, Toward, Up To. Any lead is "from" the leader's hand, "through" the hand on the left, "toward" the one opposite, and "up to" the one on the right.

Lead-directing Bid. One made to direct the partner in case opponents get the contract.

Leader. The first player to any trick.

Length. Four or more cards in a suit. See **Strength.**

Line. Points for tricks are usually entered *below* a horizontal line on the score card, while all other points are scored *above* that line.

Little Slam. See **Slam.**

Long Cards. Those remaining in a player's hand after all other cards of the suit have been played.

Long Suit. One in which a player originally held four or more cards.

Losing Card. One which cannot be made to win.

Love Score. Nothing scored.

Major Suit. Hearts or Spades.

Major Tenace. See **Tenace.**

Make: (a card) win a trick with it; (a suit) establish it.

Make Up the Cards. To shuffle the pack for the next deal.

Making Up a Table. Assembling four or more candidates and then, if necessary, cutting out, etc.

Master Card. Highest unplayed card of a suit.

Member. One of six players who constitute a complete table.

Minor Suit. Clubs or Diamonds.

Minor Tenace. See **Tenace.**

Mnemonic (memory) Duplicate. A form of Duplicate Auction in which the hands are overplayed (played again) by the same players.

Net Points. The total points of the winners of a rubber minus the total points of the losers.

No Trump. A hand in which all suits are plain suits.

Odd Tricks. Tricks won by Declarer after he has won six tricks.

Open Hand. Dummy. See **Closed.**

Opening Lead. First lead of a suit (by any player). See also **Initial Lead.**

Opponent. Antagonist. See **Adversary.**

Original Bid. The first bid made.

Original Lead. Initial lead.

Over, Under. A player sits "over" the player on his right, and "under" the player on his left.

Overbid. Any legal bid after the first bid.

Overcall. Overbid.

Overplay. See **Duplicate, Mnemonic.**

Over-ruff. To over-trump a player who has ruffed.

Pack. A correct pack consists of fifty-two cards, divided into four suits of thirteen cards, each suit containing one card of each denomination. An imperfect pack is one containing one card (or more) soiled, torn or in any way so marked that it may be identified from its back.

Partner. One of two players who constitute a side and have common interests.

Pass. To forego the opportunity to bid, double, or redouble. See also **Business Pass** and **Informatory Pass.**

Penalty. An advantage accruing under the Laws to one side by reason of a breach of the Laws by the other side.

Perfect Pack. See **Pack.**

Pianola Hand. One requiring little or no skill to play.

Plain Suit. Any non-trump suit.

Play. See **Hand.**

Player. One of the four members of a table who play the current rubber.

Playing to the Score. Planning the bidding or play of the hand with respect to an existing score and not as it would have been planned with score at love.

Points. Amounts scored. See **Net, Total.**

Post Mortem. Discussion of a hand after it has been played.

Pre-emptive Bid. A bid designed to shut out other bids.

Preference Bid. A bid made to show preference for one suit over another, rather than strength (in case partner has bid a two-suiter).

Progressive Auction. A form of play in which one-half of the players move from one table to another.

Protected Suit. One containing an Ace or guarded high card.

Push. To overbid for the purpose of inducing the opponents to assume a losing contract.

Quick Trick. A card (or combination of cards) which will win on the first or second round.

Quit. A card or turned trick is quitted when the player no longer touches it.

Raise. To advance partner's bid.

Raiser. A strong suit, high card, singleton or the like which helps to justify a raise.

Re-bid. A second (higher) bid of a player's own previous bid.

Redouble. Double of a double.

Re-entry. A card which will take a trick and enable a player to regain the lead.

Refuse. To fail to follow suit. See **Renounce, Revoke.**

Renounce. To refuse when able to follow suit. See **Revoke.**

Rescue. To take out a partner whose bid seems likely to result badly, or to bid another suit after a partner's bid has been doubled.

Revoke. To renounce and fail to correct the error in time to avoid the penalty.

Round. Dealer's first declaration starts the first round of bidding; his second, the second round, etc.: the first lead of a suit starts the first round of that suit; the second lead of the suit, the second round, etc.

Rubber. Two games won by same side.

Rubber Game. The third game of a rubber.

Ruff. To trump a lead of a plain suit. A **Cross Ruff** occurs when each partner leads a suit which the other can ruff. See also **Over-ruff.**

Rule of Eleven. See **Fourth Best.**

Run (a suit). When holding two or more winning cards of a suit, to lead them all.

Second Hand. See **Hand.**

Secondary Bid. Bid made by player who has previously passed.

See Saw. A cross ruff.

Sequence. Two or more cards in proximate relation as to denomination.

Set. To defeat (the contract).

Shift. Bidding first one suit and later another.

Short Suit. One in which the player originally held three cards or less.

Shuffle. To mix the cards preparatory to dealing.

Side. Two players playing as partners.

Side Suit. A suit containing support for the suit being bid, or for the trump-suit.

Signal. An irregular but conventional play intended to convey information.

Simple Honors. Three honors.

Singleton. An original holding of a single card of a suit. See **Doubleton.**

Slam (or **Grand Slam**). Winning thirteen tricks. See **Small Slam.**

Small Slam. Winning twelve tricks.

Solid Suit. One of such length and strength as to be practically sure of winning every trick in that suit.

Solus. A card is solus when it is a singleton.

Still Pack. The pack not being used in the deal or the play of the hand.

Stop. To prevent an adverse run.

Stopped (suit). Guarded suit.

Stopper. Guarded card.

Strength. High cards. See **Length.**

Strengthening Card. A medium card played to draw adverse high cards.

Substitute. A player who temporarily takes the place of another during a rubber.

Suit. The thirteen cards of a kind; Clubs, Diamonds, Hearts or Spades.

Sure Trick. A card (or combination of cards) which must win a trick if the suit be continued.

Table. A group of four, five or six members who furnish the players for a series of rubbers.

Take-out. The overbidding (in a different suit) of partner when no adverse bid has intervened. See **Jump.**

Tenace. A card with the next higher but one, or the next lower but one of the same suit. Major tenace, Ace-Queen; Minor tenace, King-Jack; Double Tenace, Ace-Queen-Ten. **Imperfect Tenace.** Ace-Jack, King-Ten, etc.

Third Hand. See **Hand.**

Thirteener. Card remaining when twelve of the suit have been played.

Throwing the Lead. Playing a card which compels another player to take the trick.

Tierce. Three cards in sequence. Tierce Major, Ace-King-Queen; Tierce Minor, King-Queen-Jack.

Top of Nothing. Highest card of a holding which contains no card of that suit higher than the Nine.

Tops. Aces and Kings.

Total Points. Trick-score plus honor-score.

Touching Honors (or **Cards**). Two or more in sequence.

Trick. Four cards legally played, beginning with a lead.

Trick-score. (1) Total points won by odd tricks. (2) The place on the score sheet where points for tricks are entered.

Trump Suit. A suit designated by the bidding to be so called; any trump is a winner as against any card of a plain suit.

Two-suiter. Hand containing two suits both strong enough for an Original Bid.

Unblock. Getting rid of high cards so as to avoid being left in the lead.

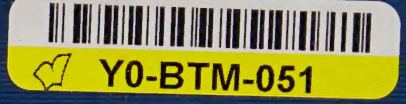
Under. See **Over.**

Underplay. To duck when following suit.

Undertricks. Those won by adversaries beyond their book.

Void (of). Holding none of (a suit). See **Blank Suit.**

Yarborough. A hand which contains no card higher than a nine.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